

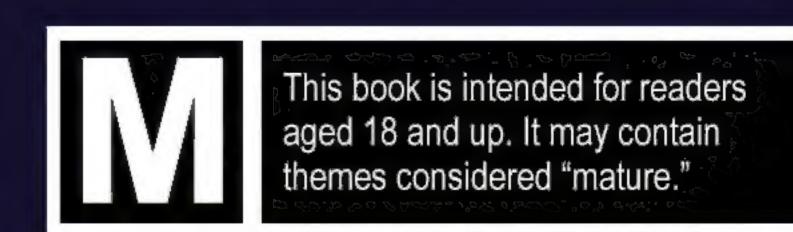
## NONOLITH

LRNZ

RECCHIONI

HOHO

UZZEO



## Story by ROBERTO RECCHIONI

## Original script by ROBERTO RECCHIONI and MAURO UZZEO

Designed and illustrated by LRNZ

Translation, Editing, and Layout/Lettering by Mike Kennedy Production Assistance by Chris Northrop



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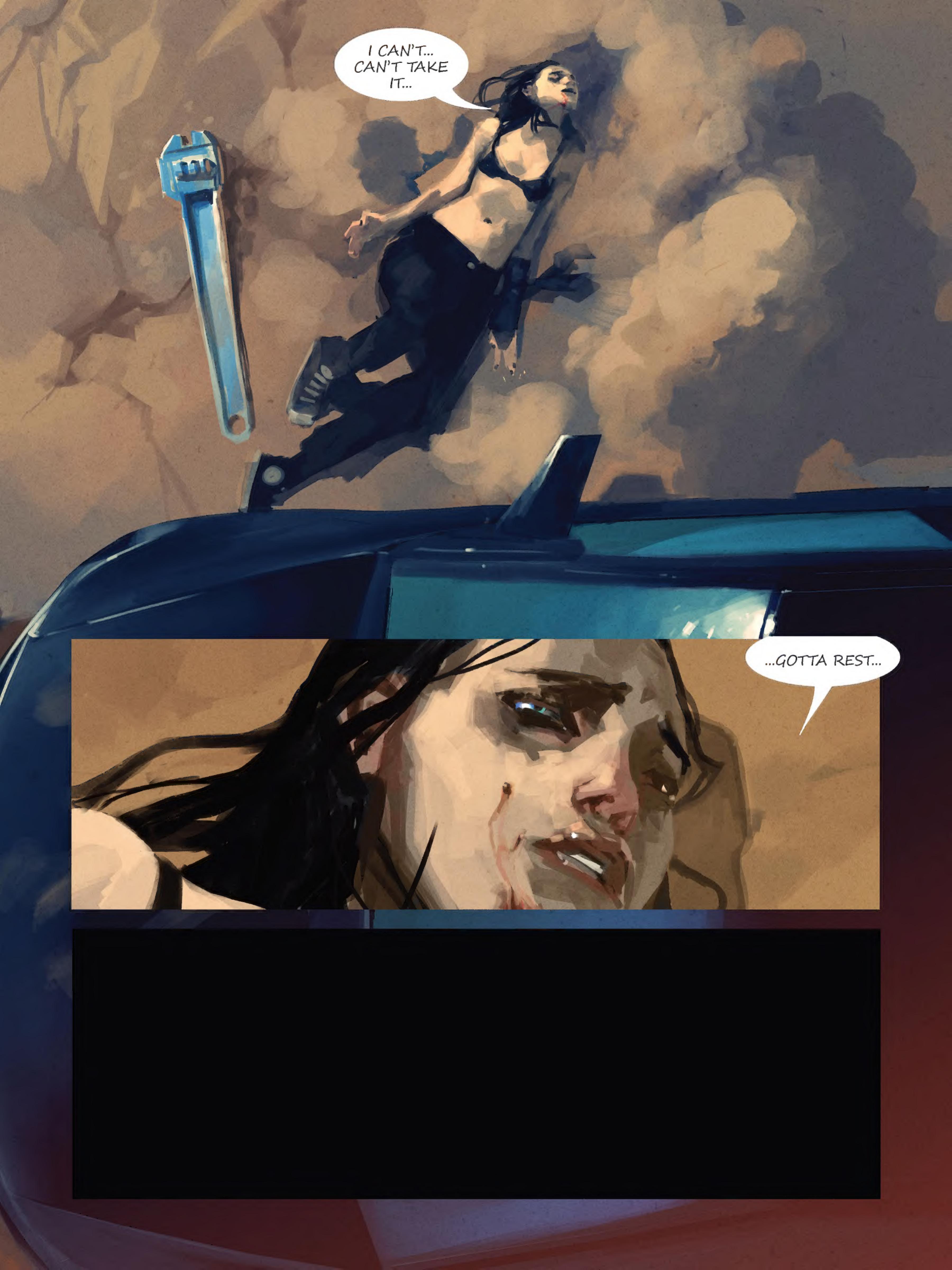
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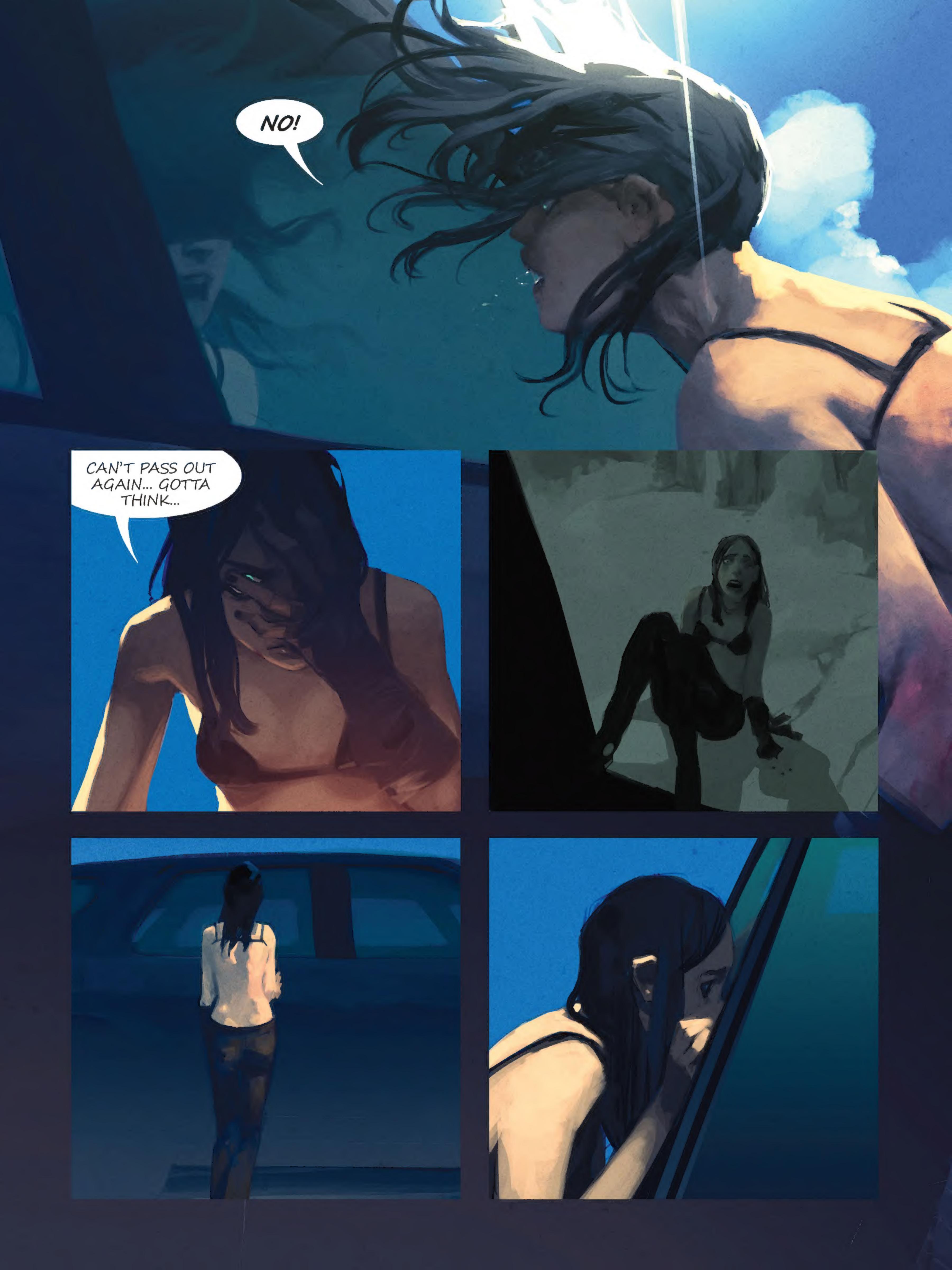
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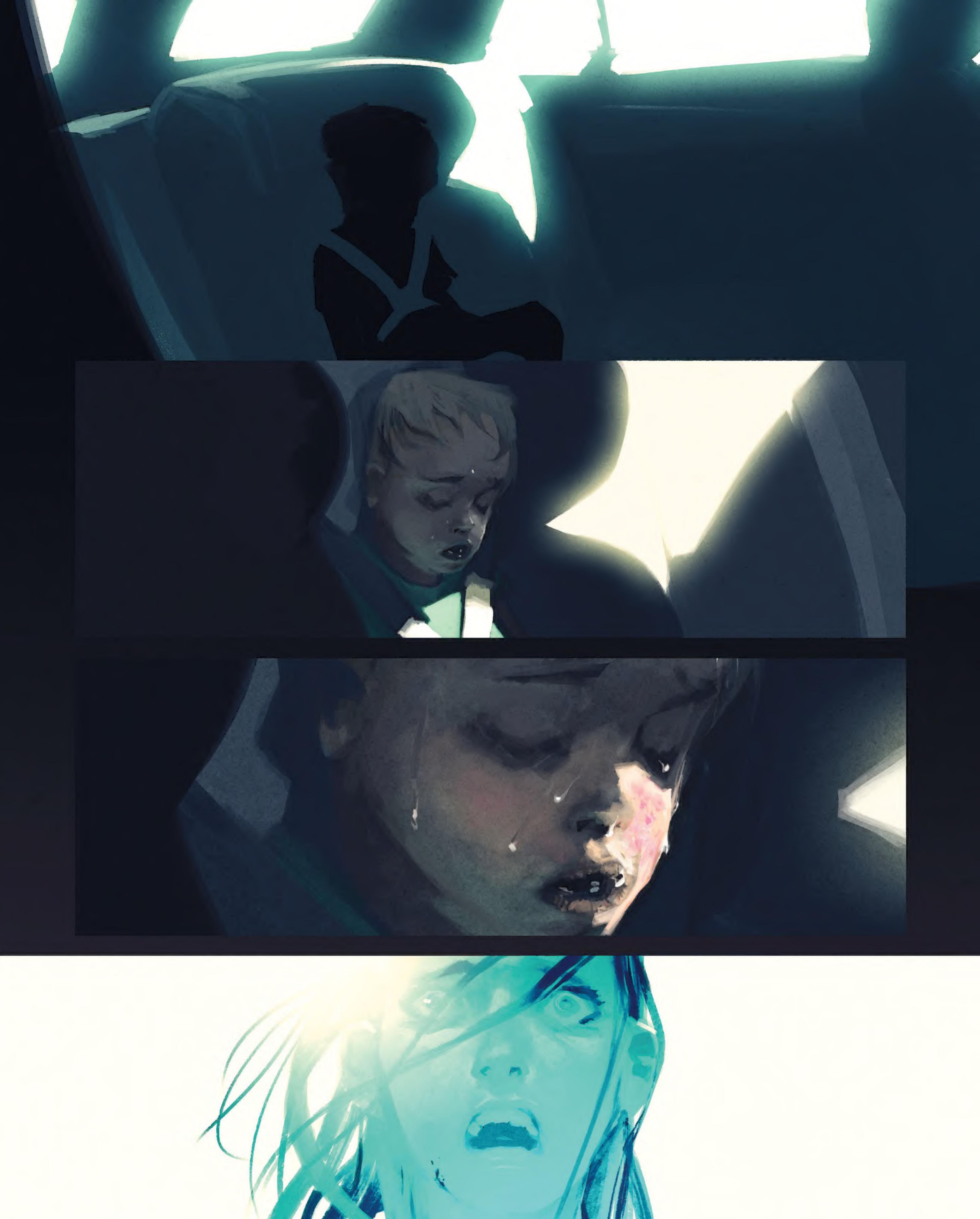




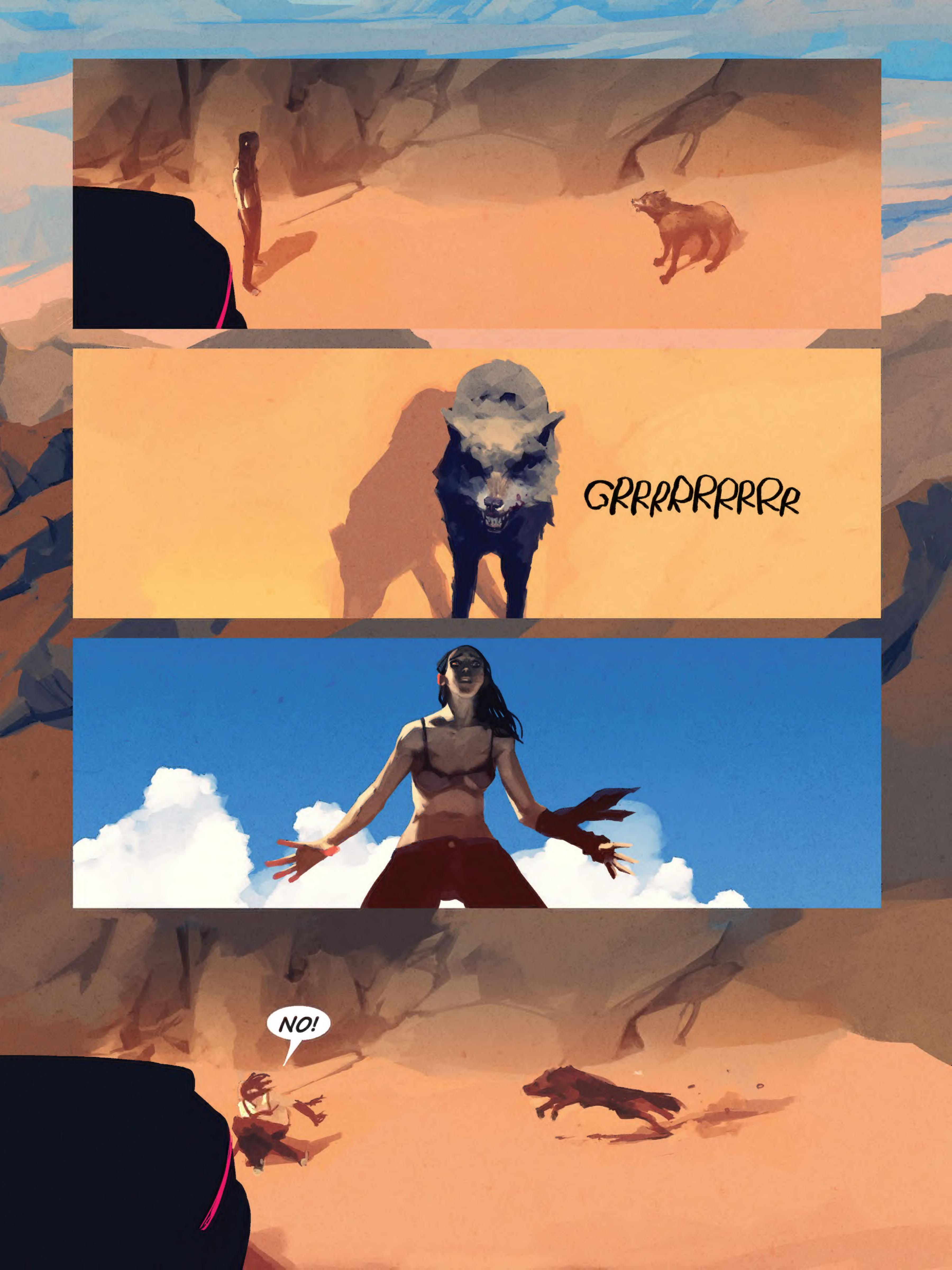


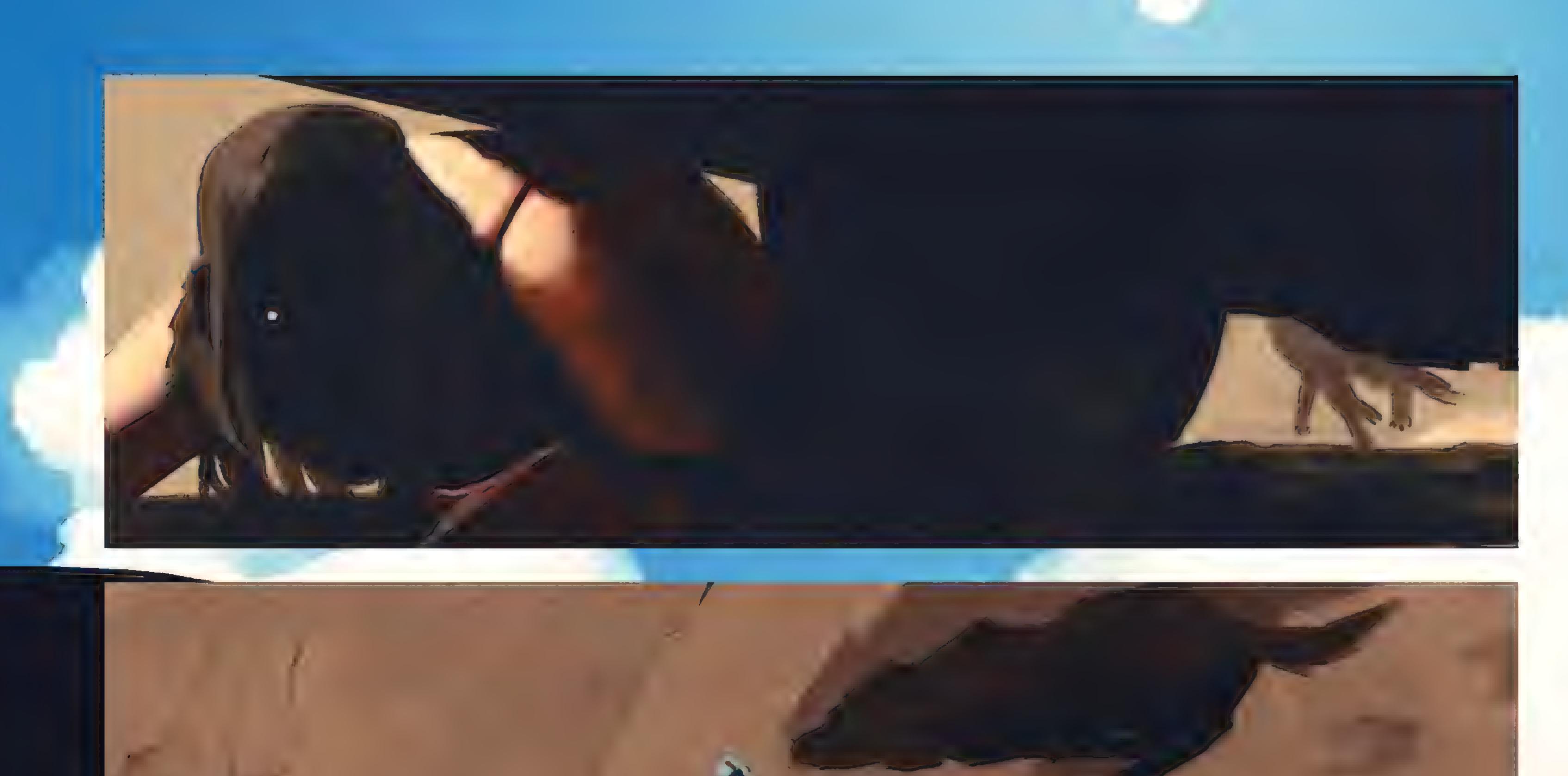


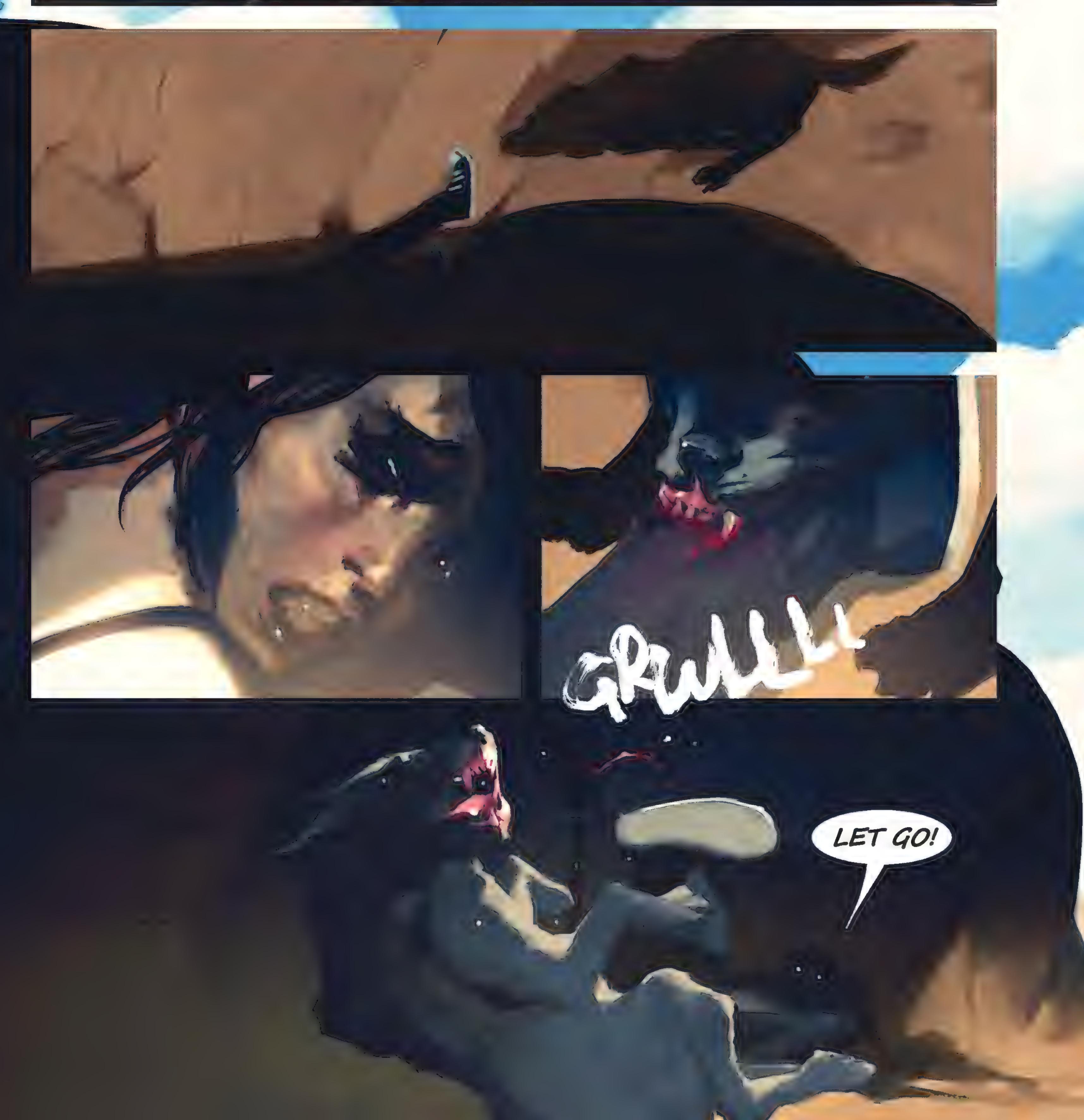








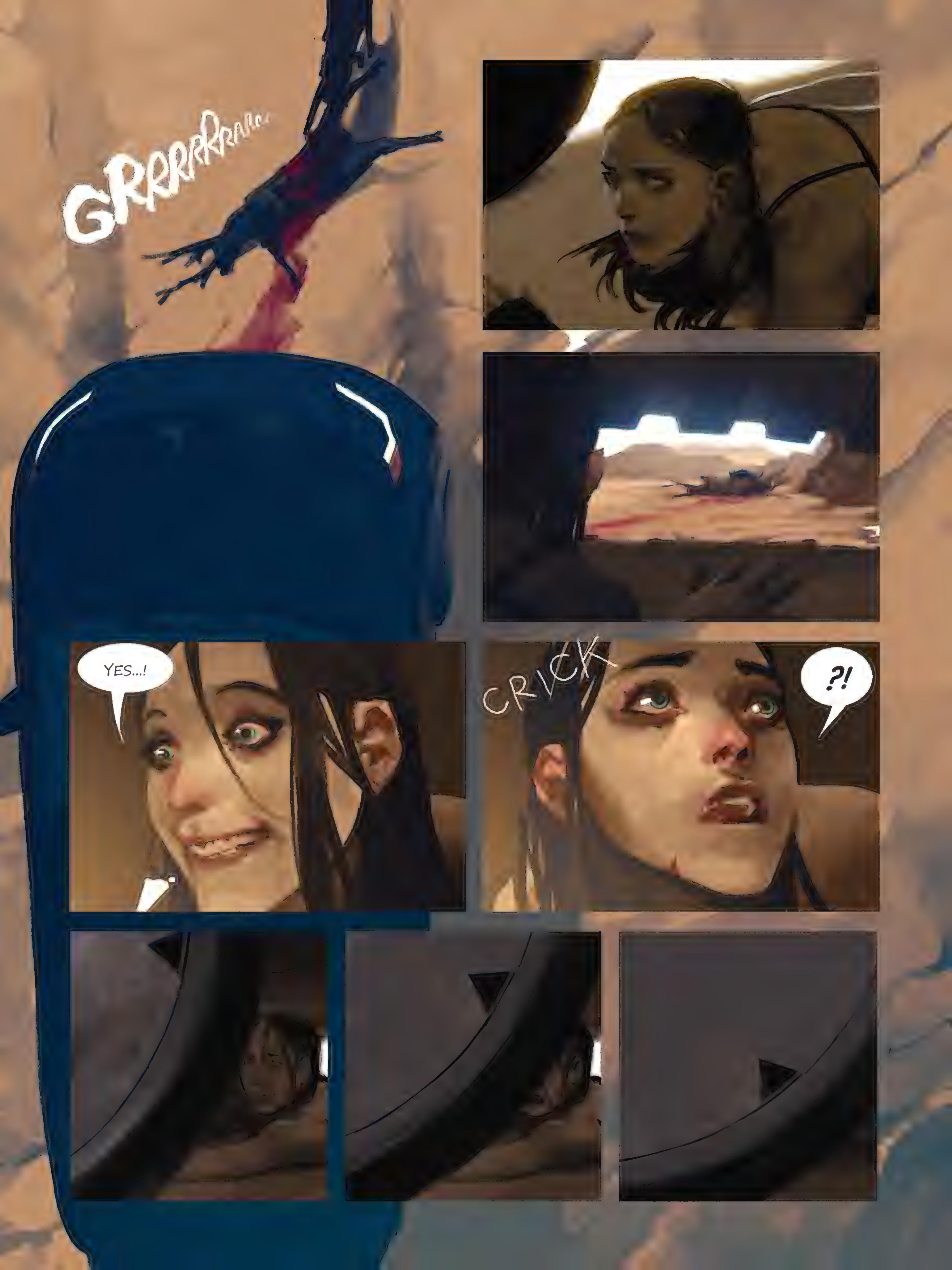








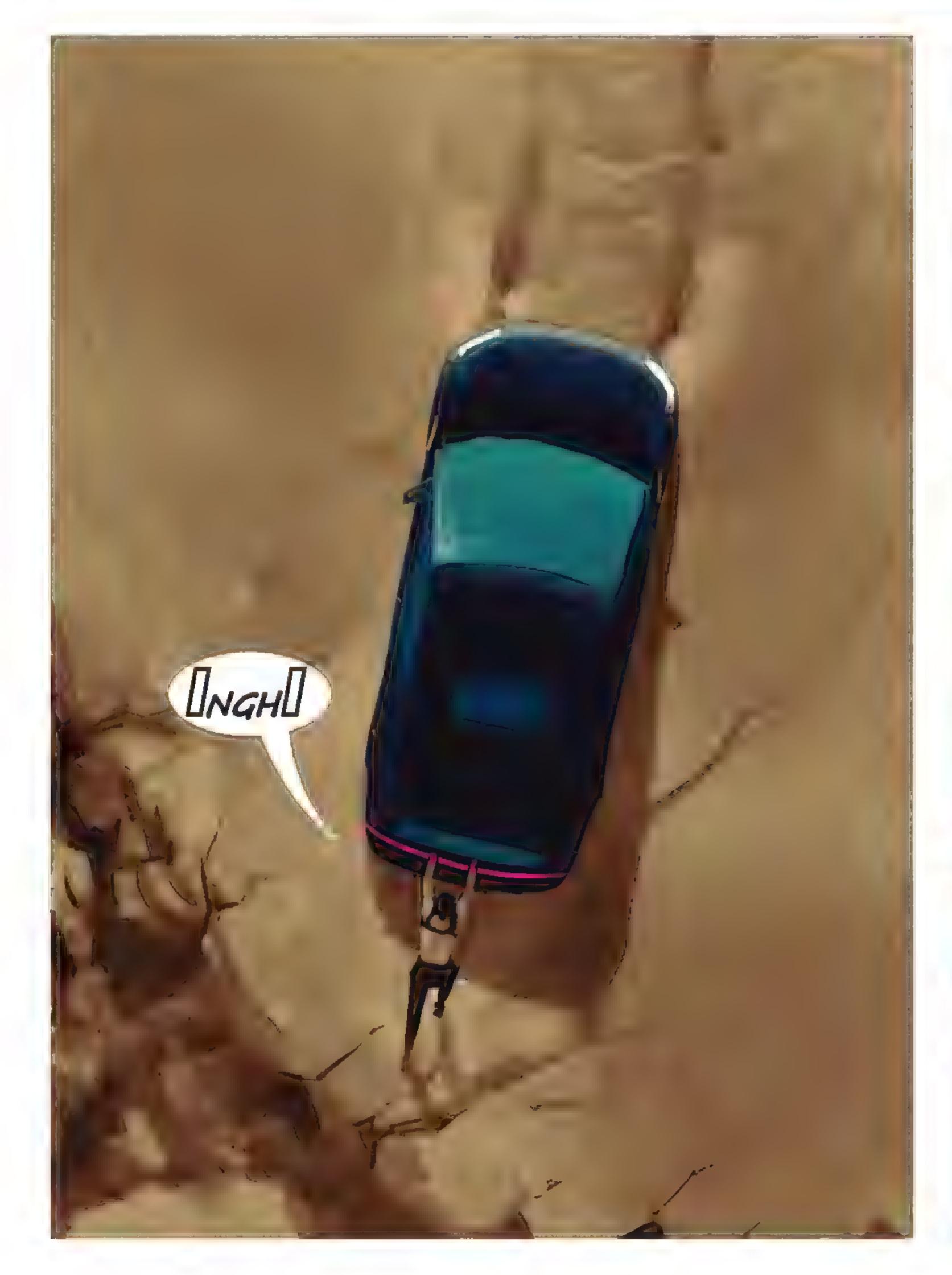


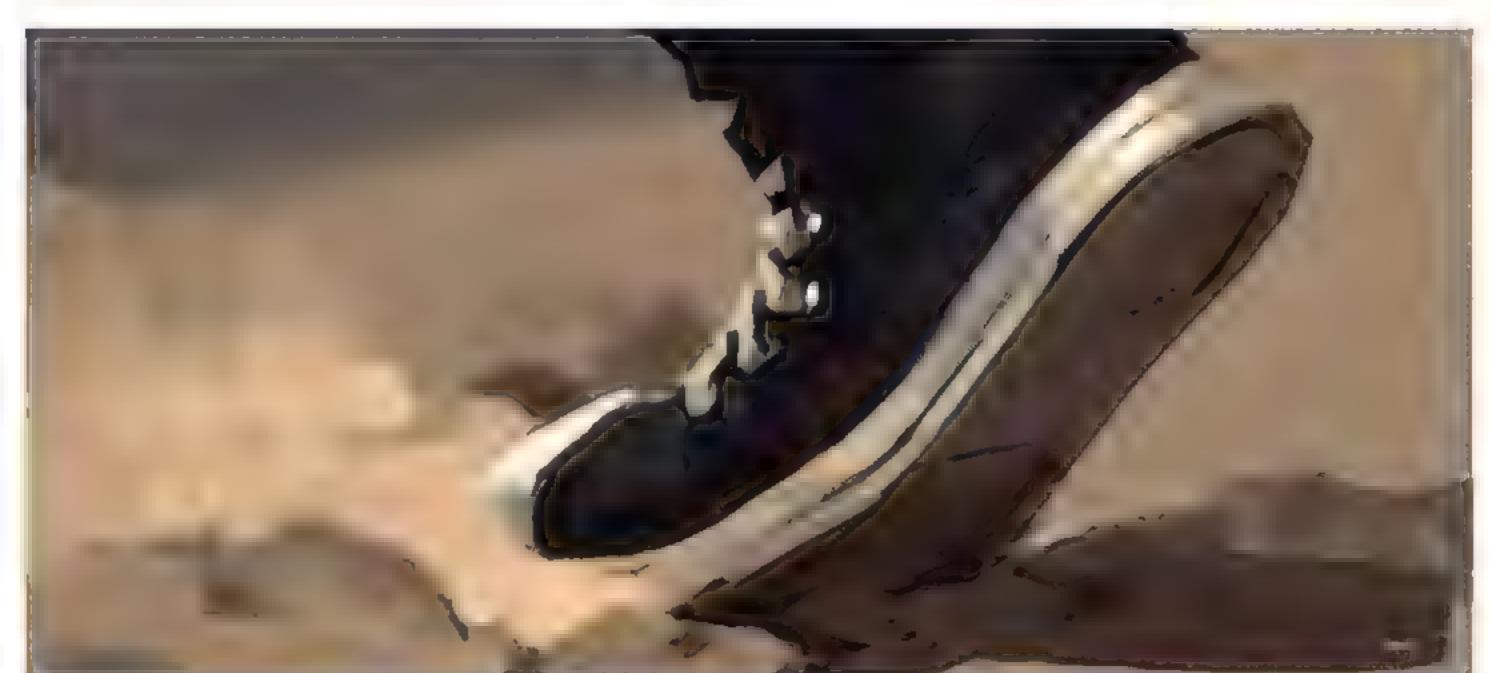


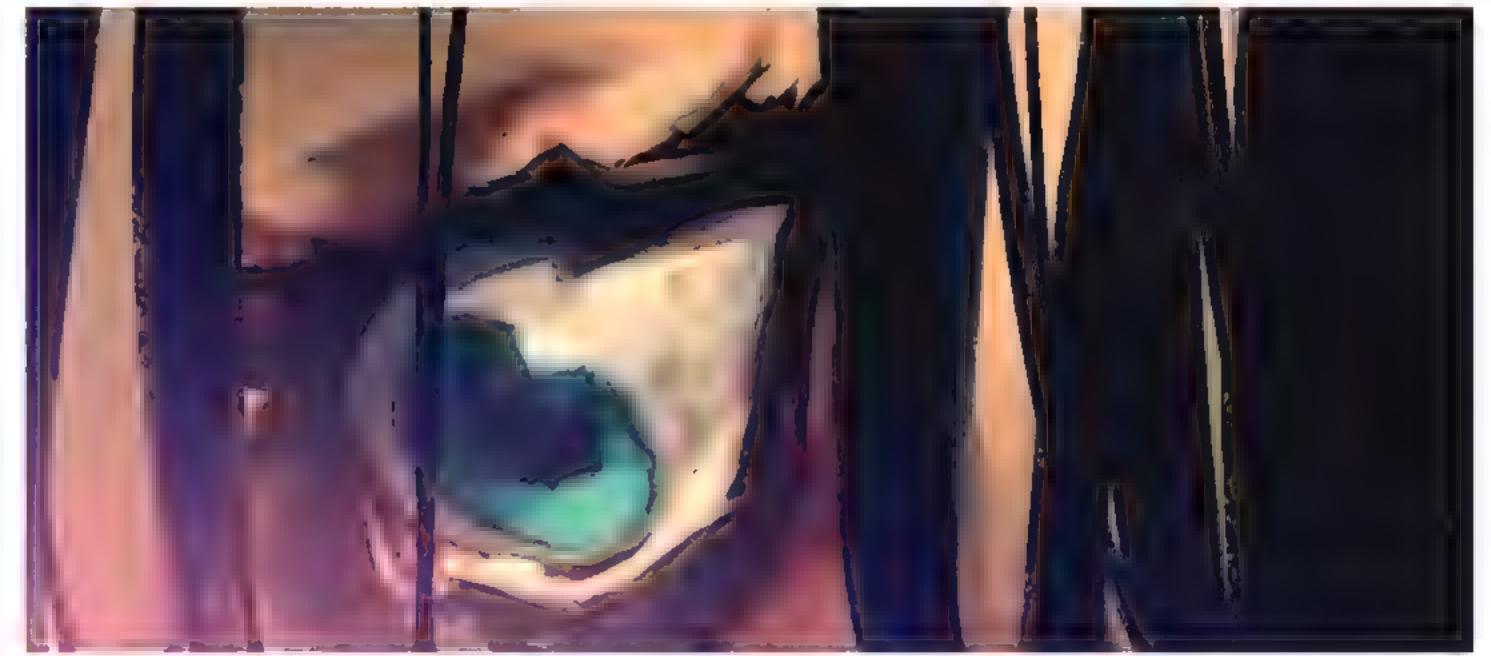




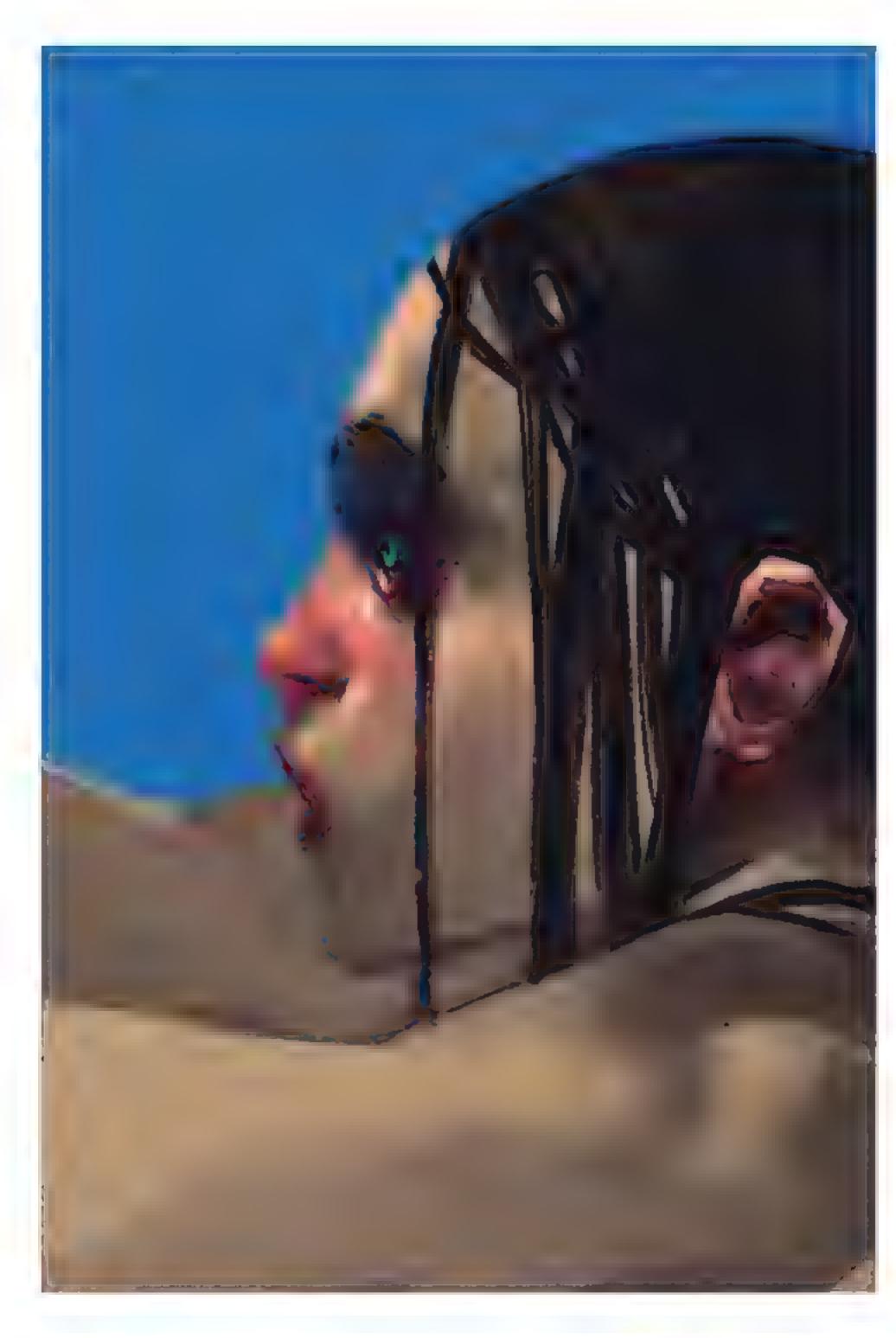








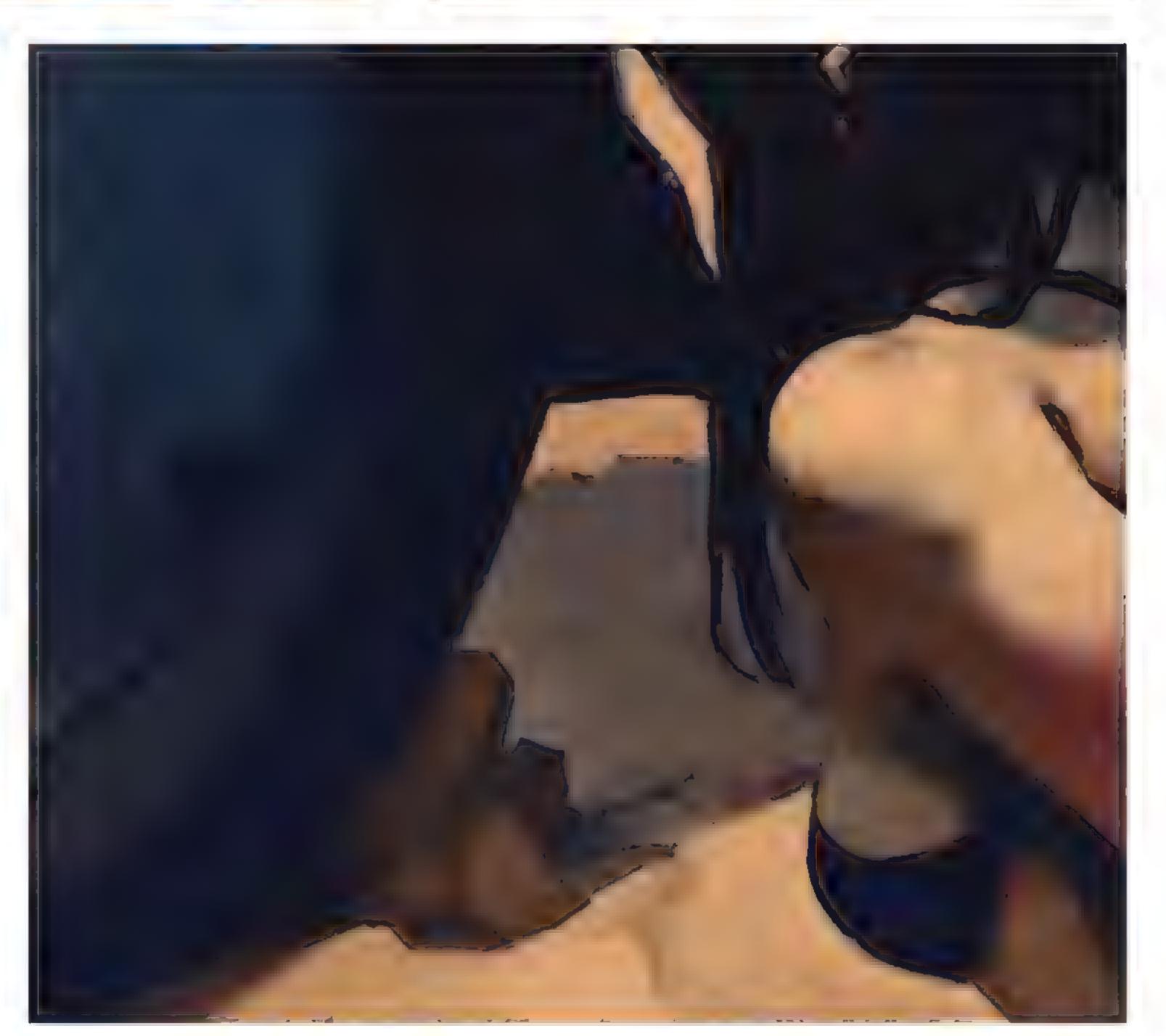




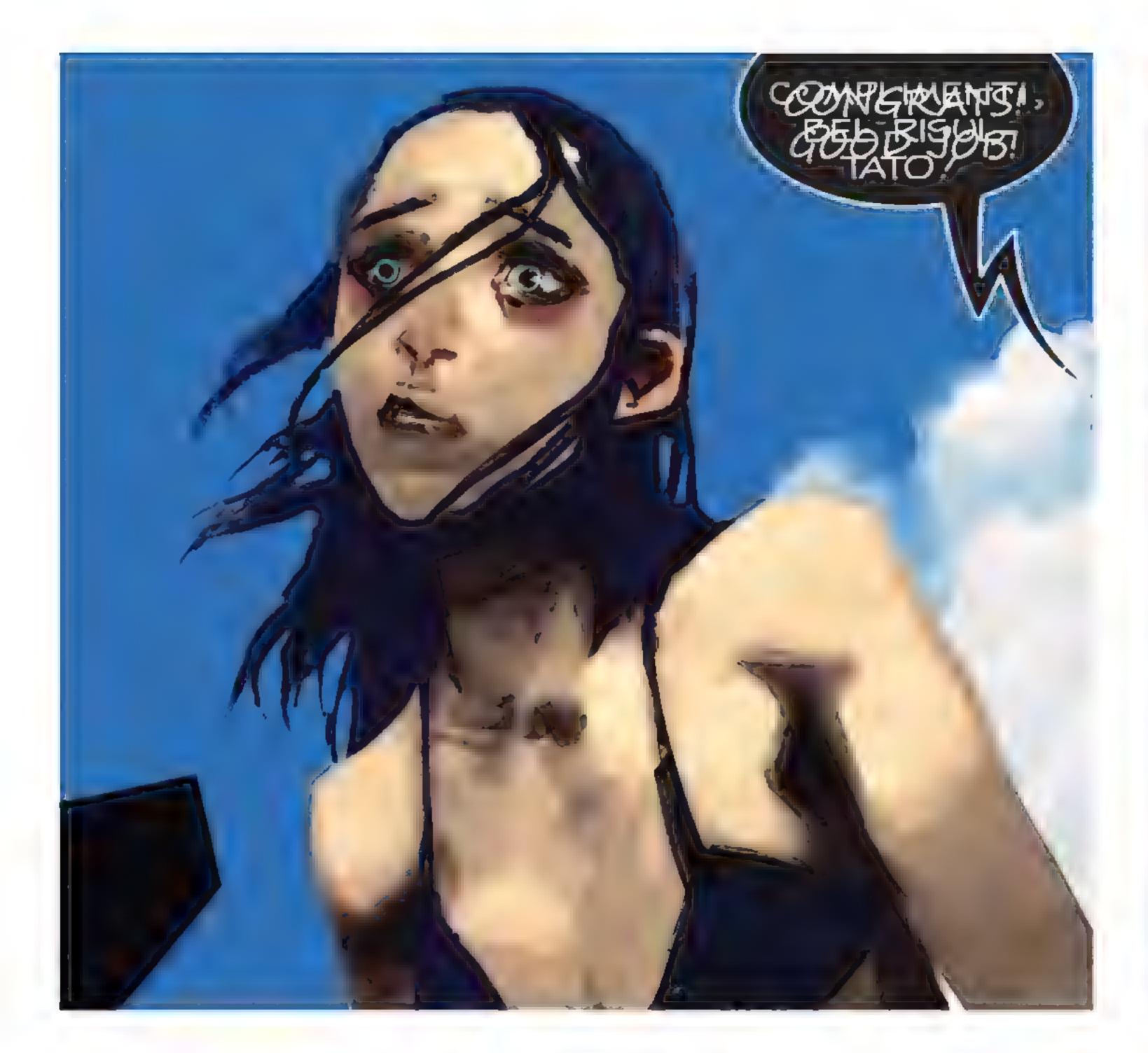




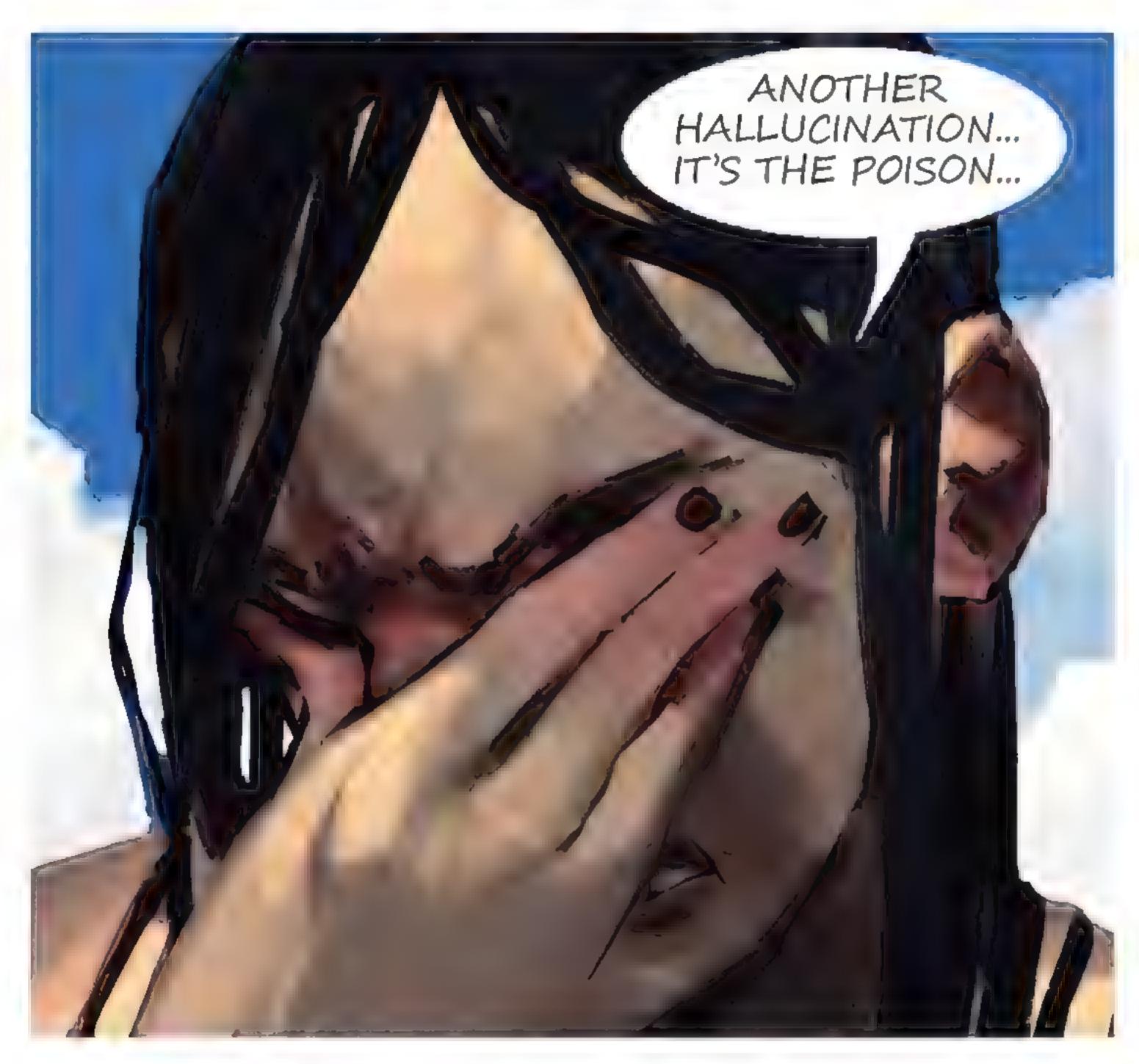




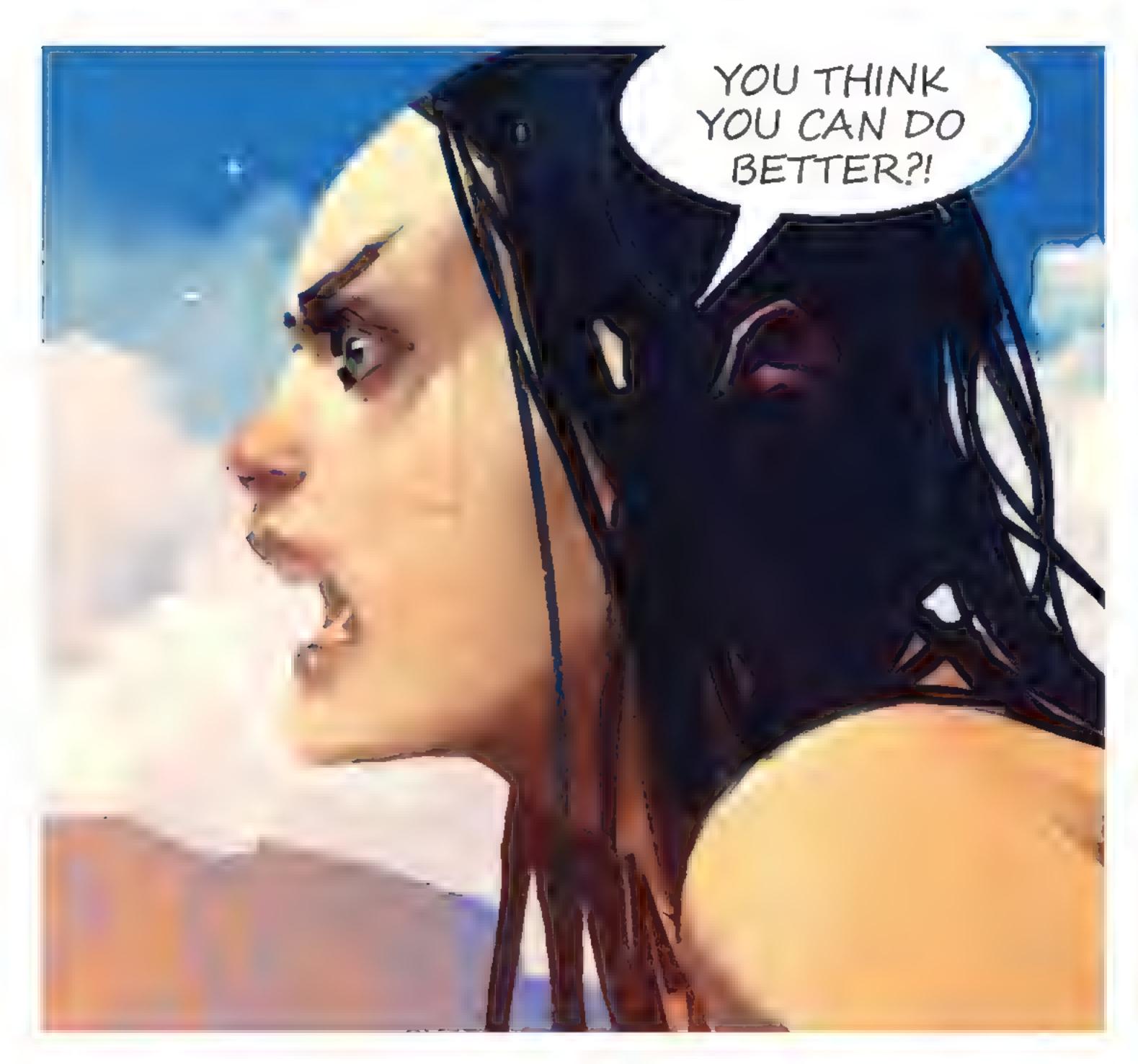














COYOTES ALWAYS HAVE A PLAN...

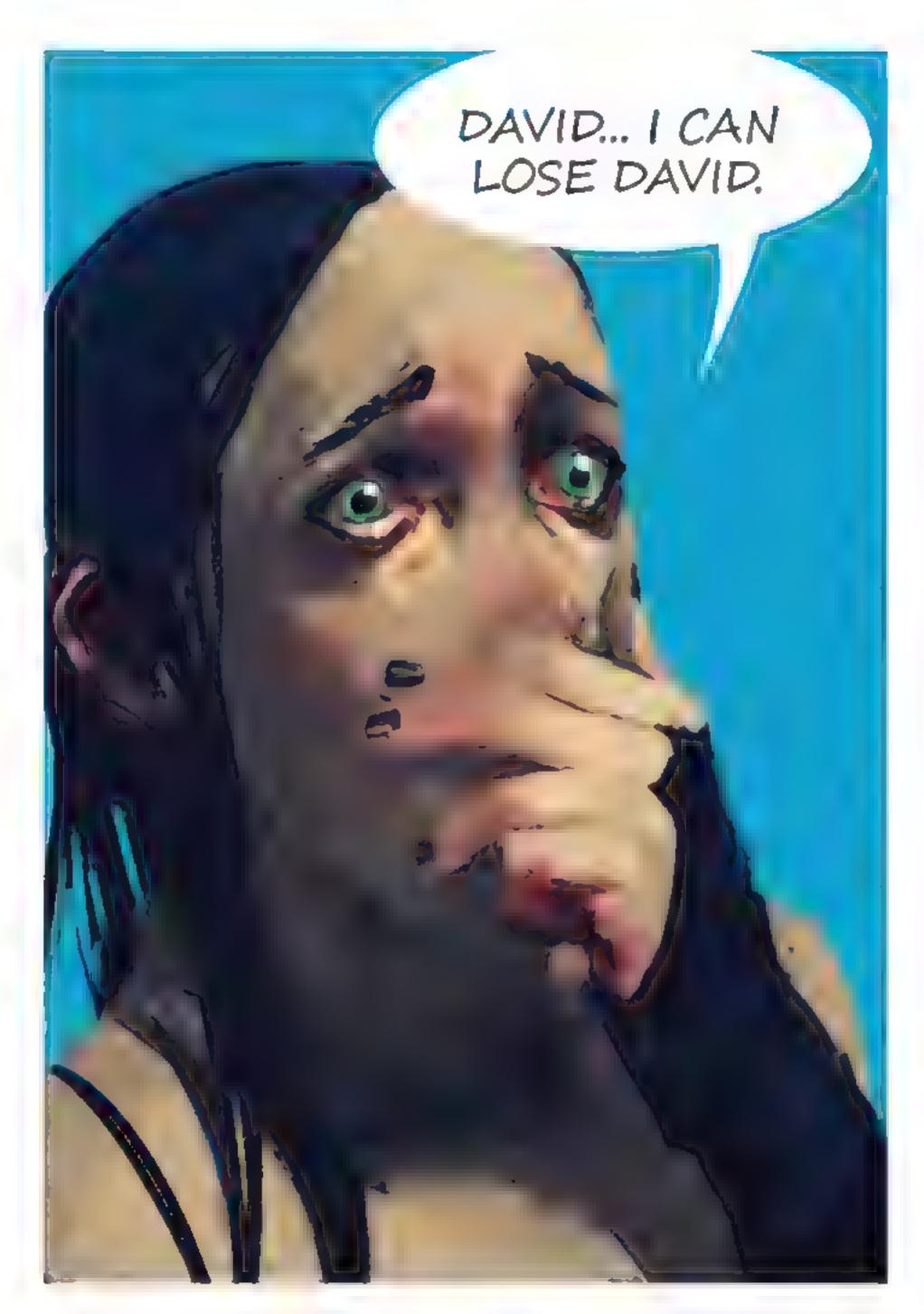




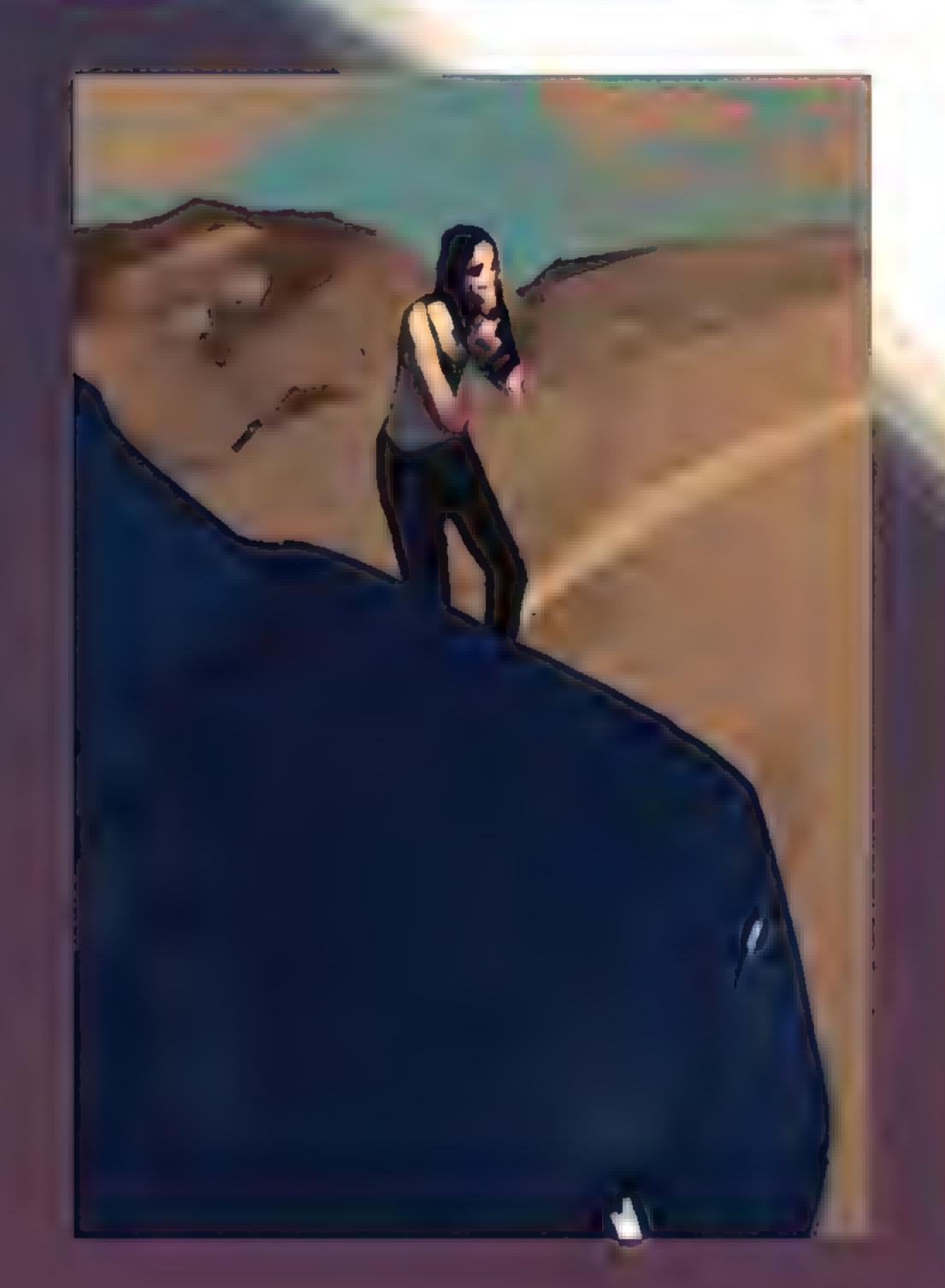




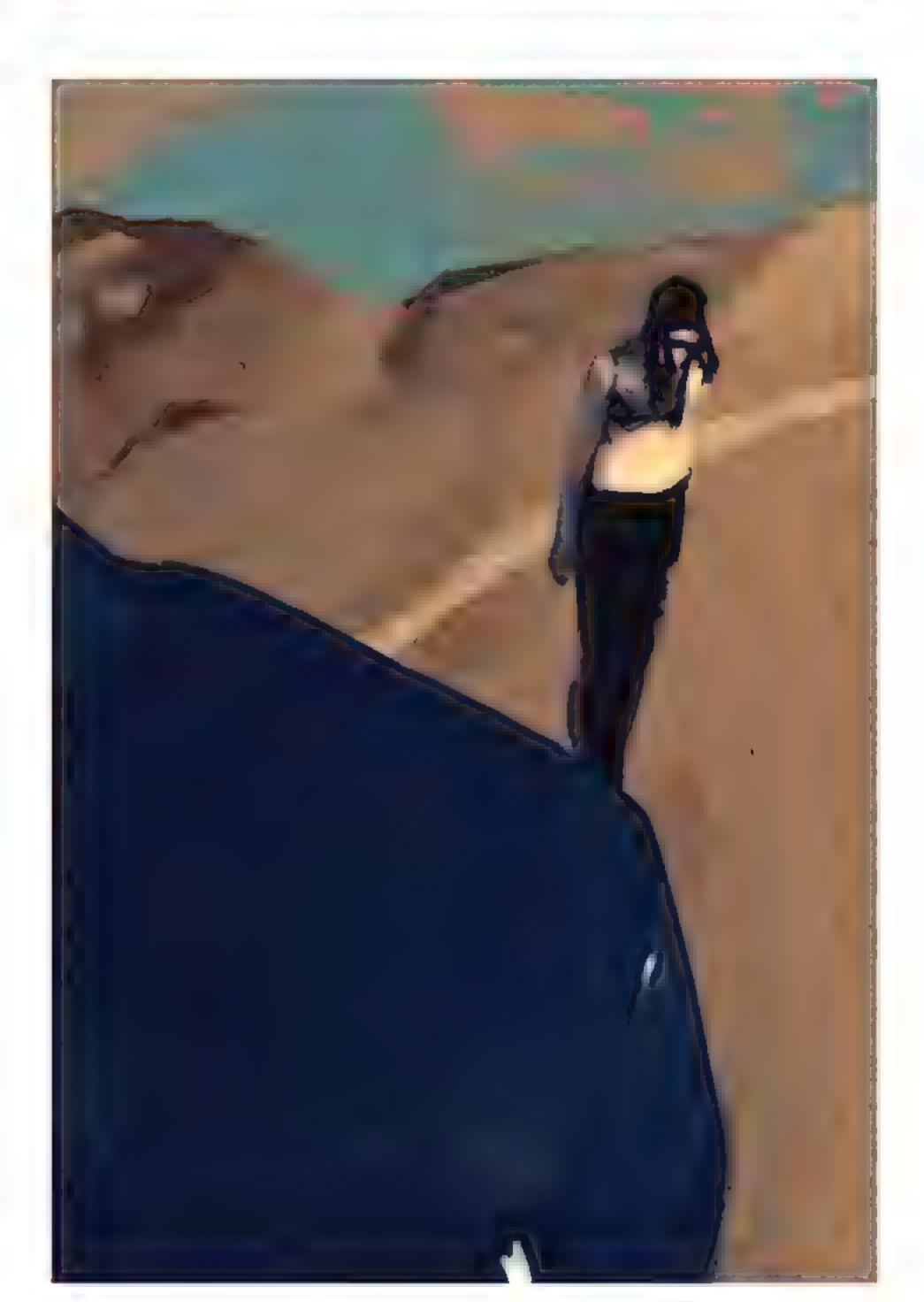




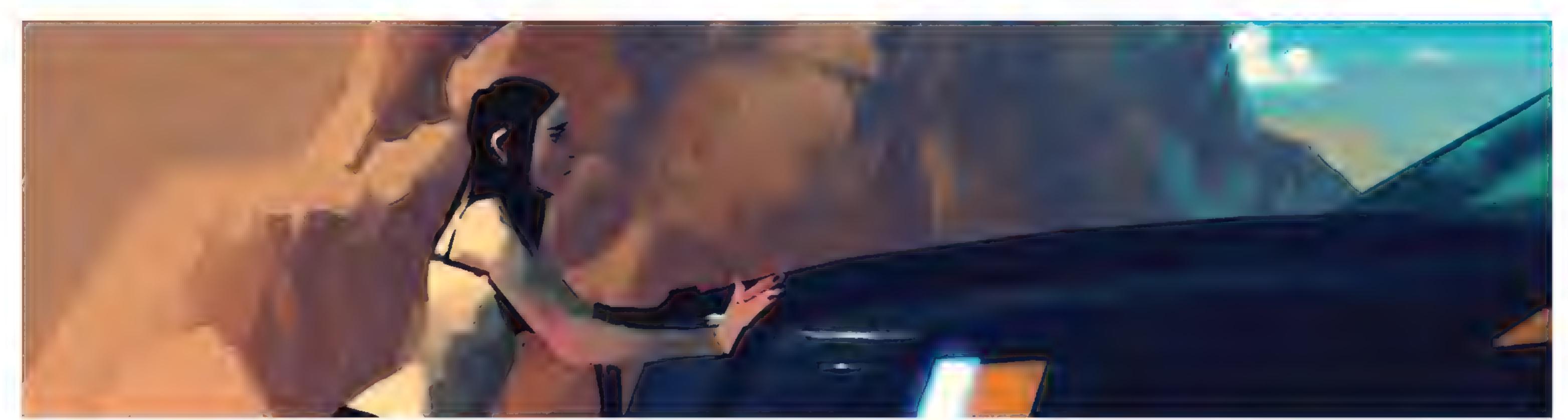




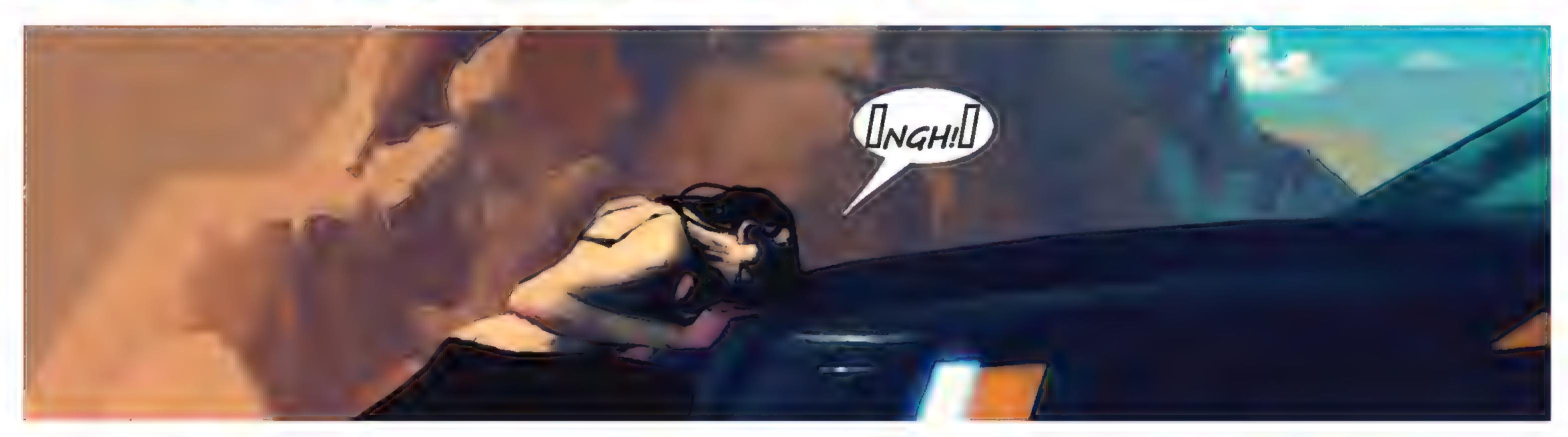






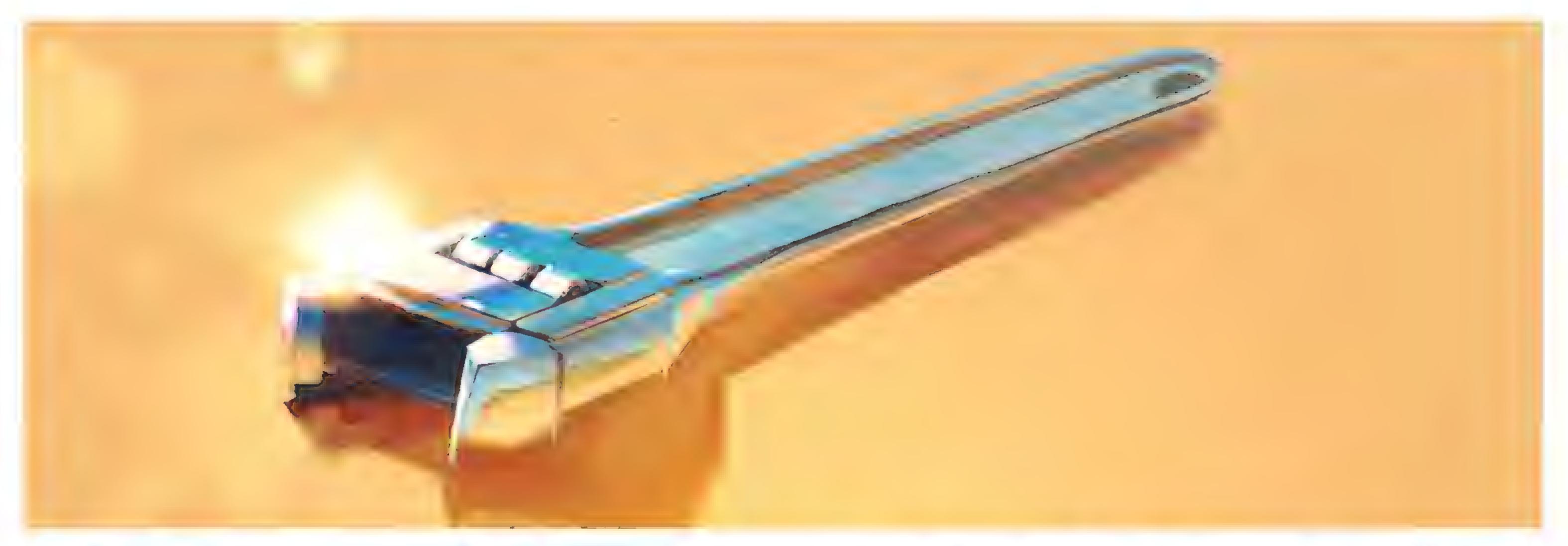






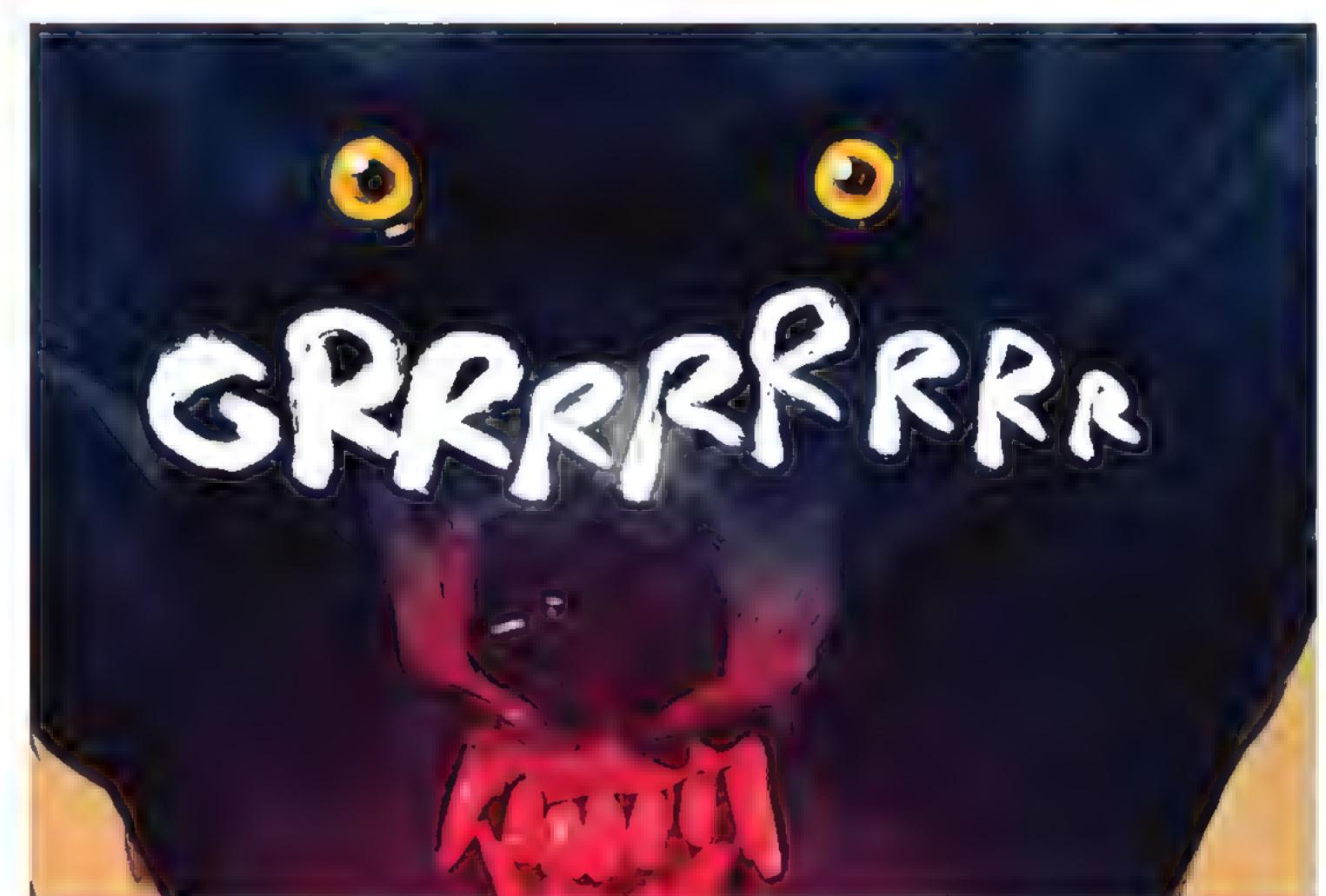




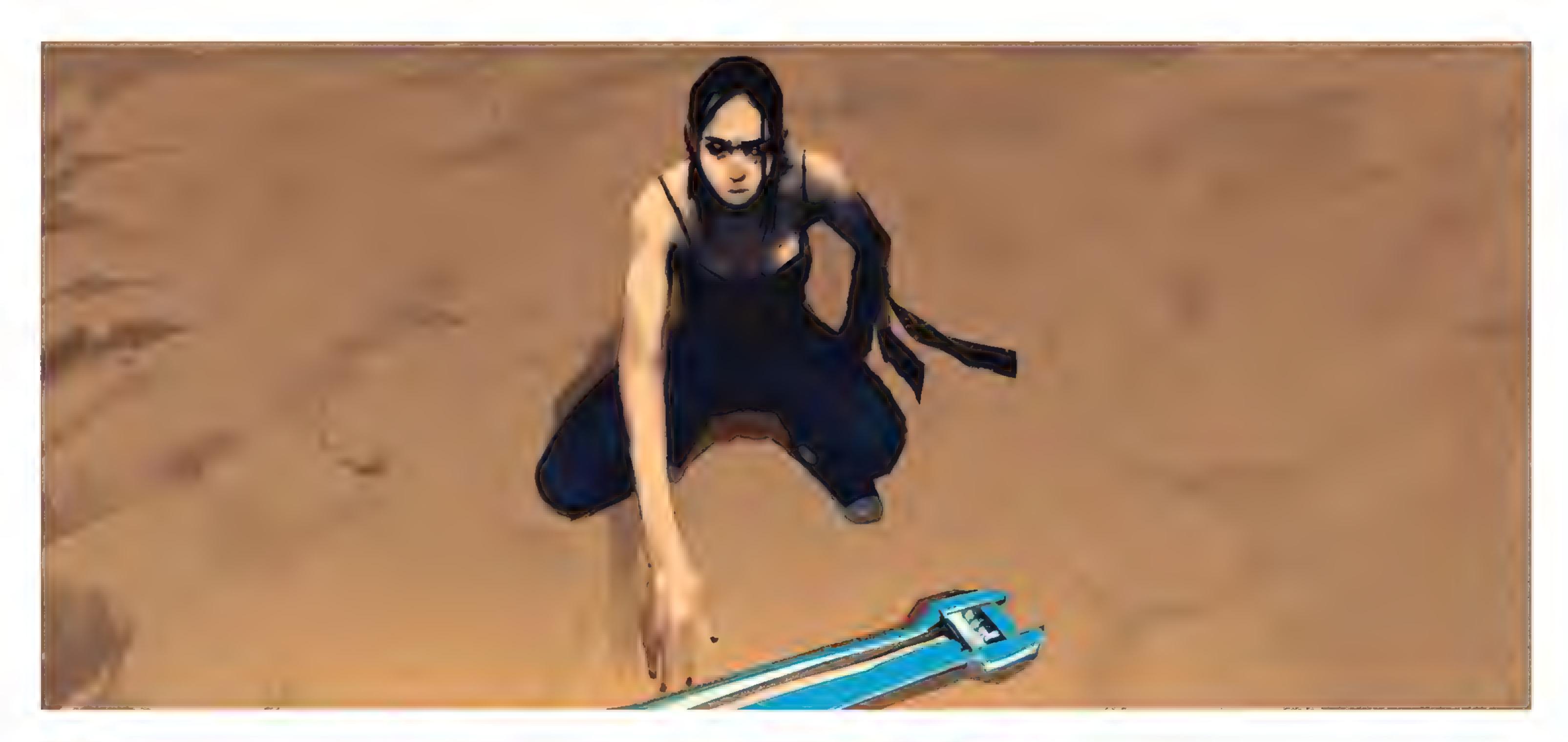




















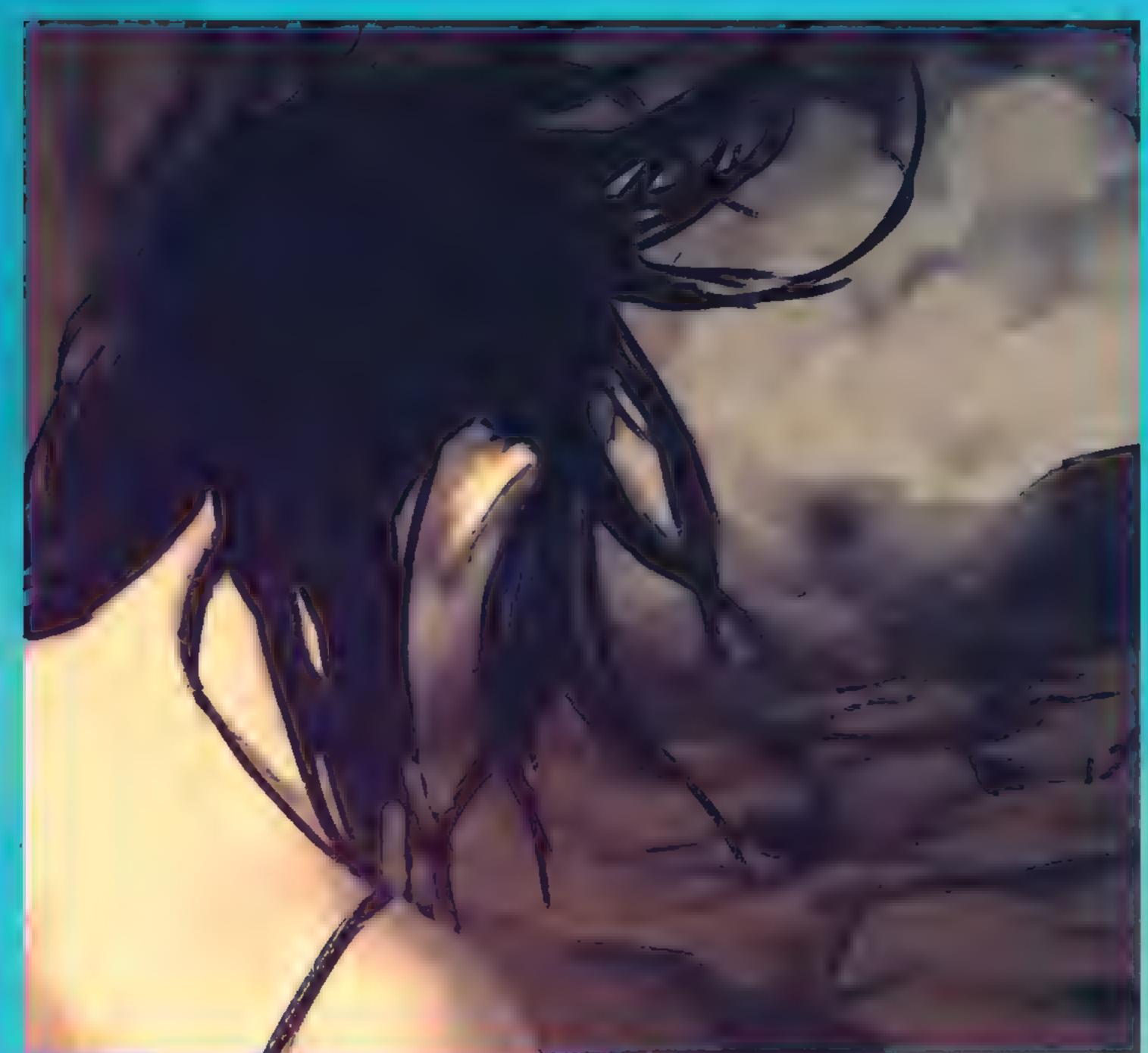


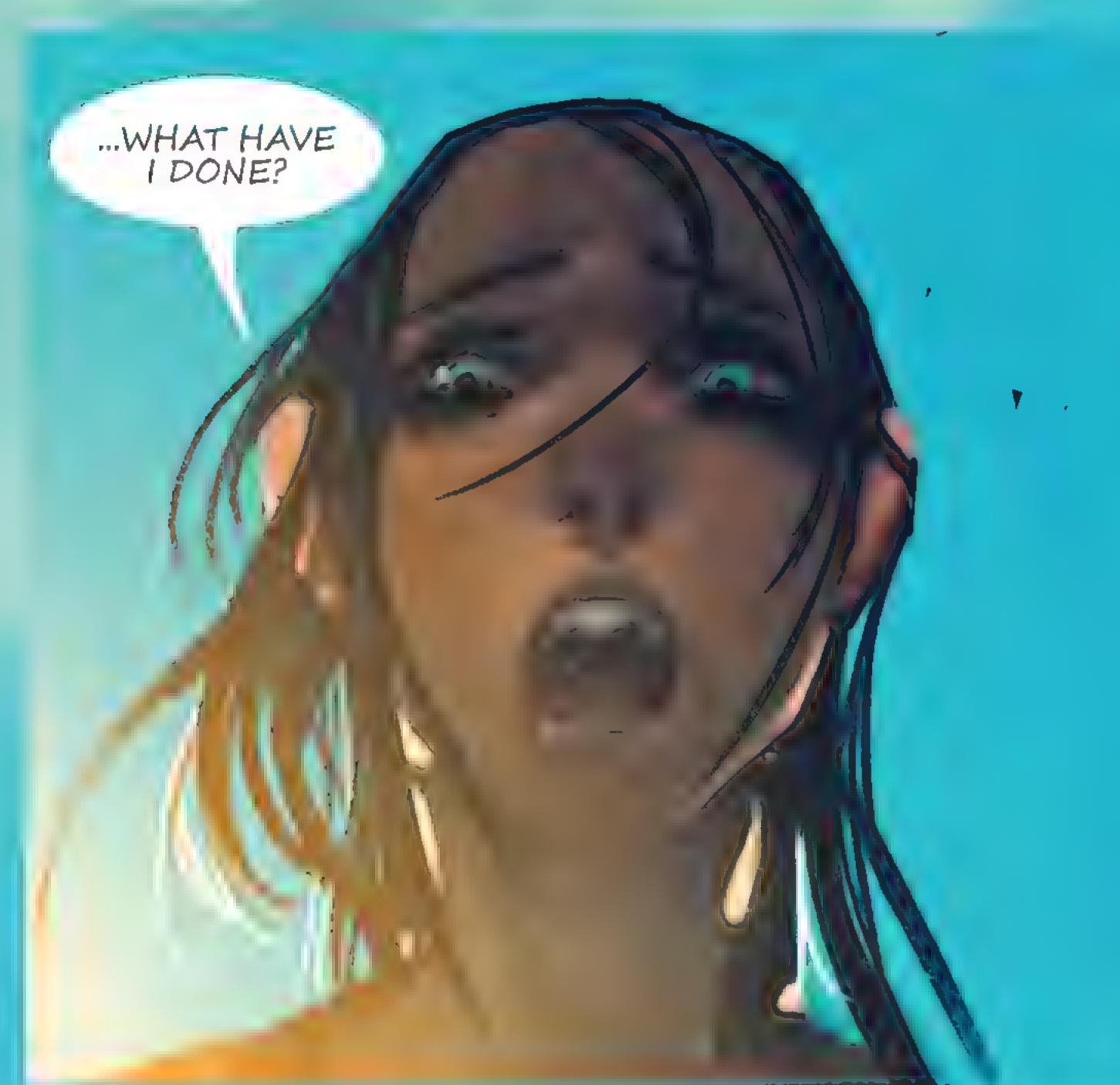








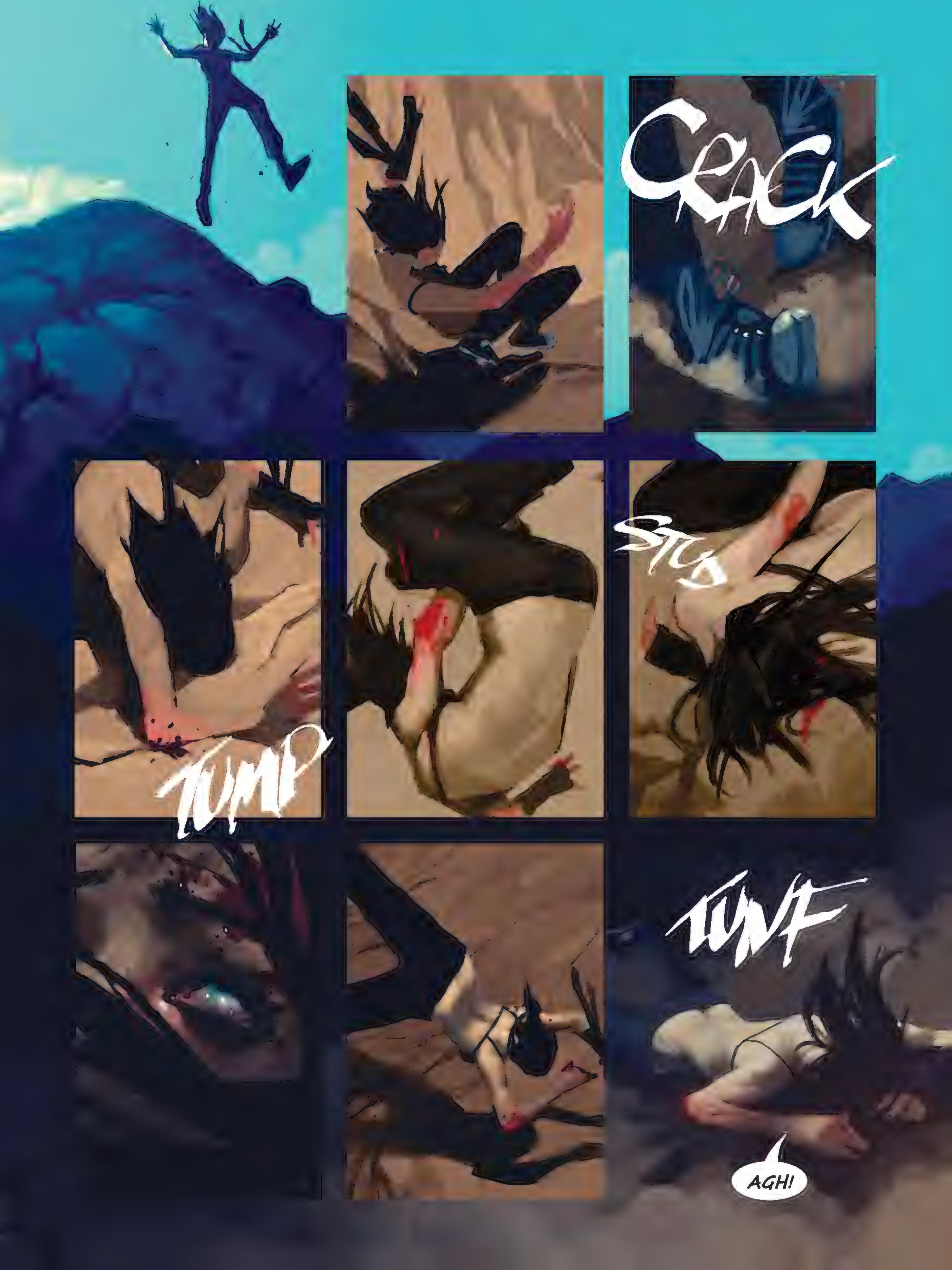




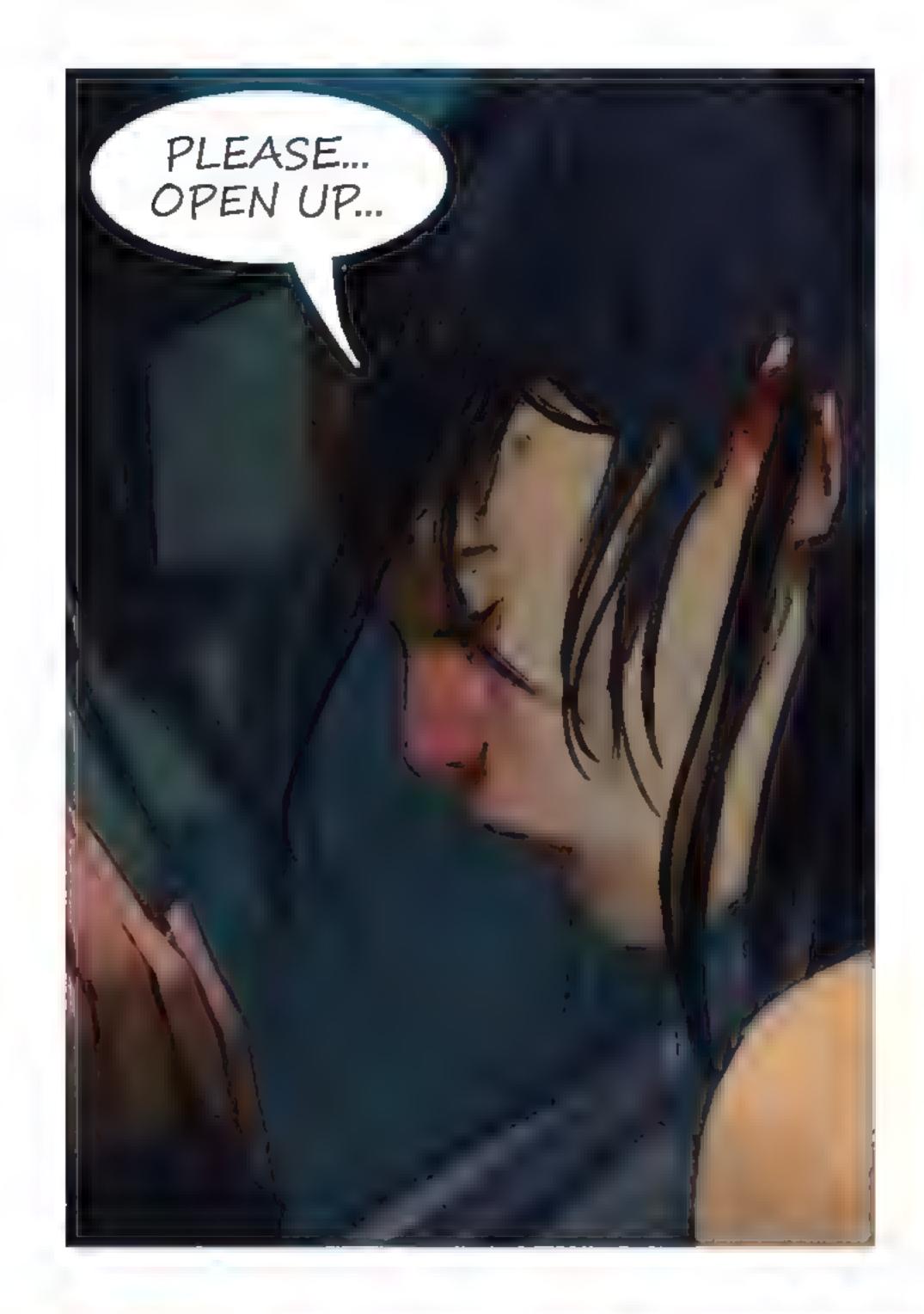




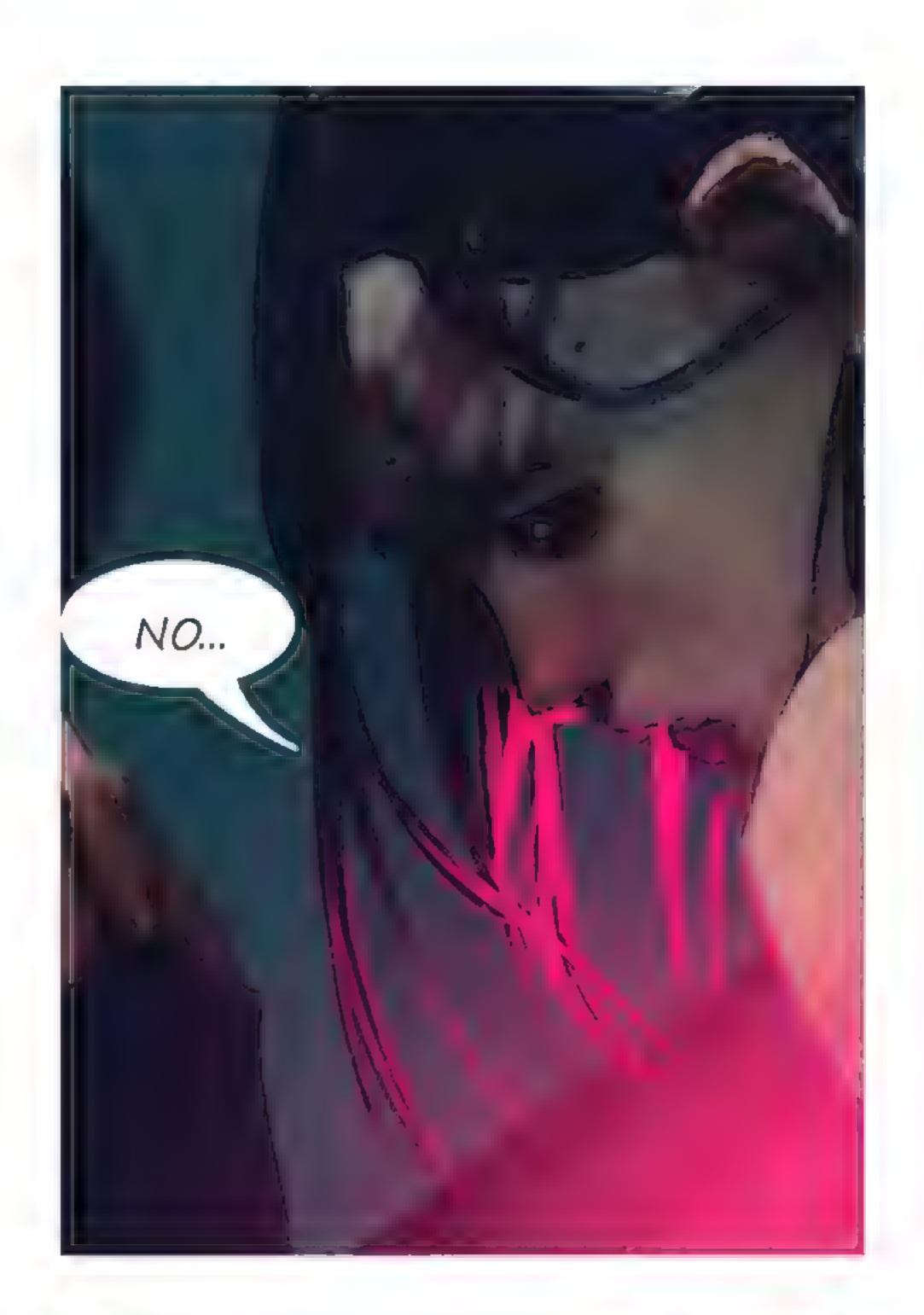




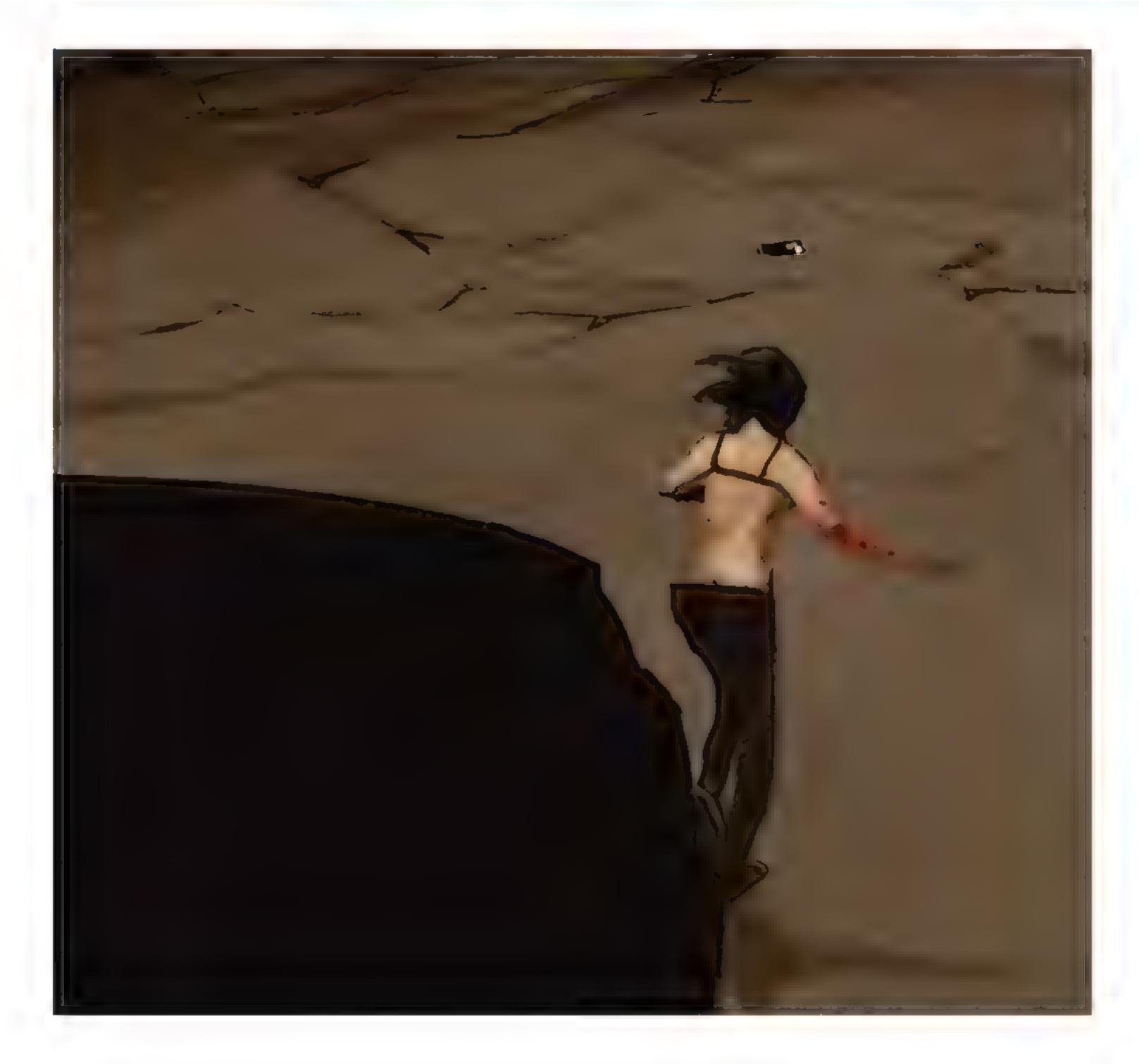




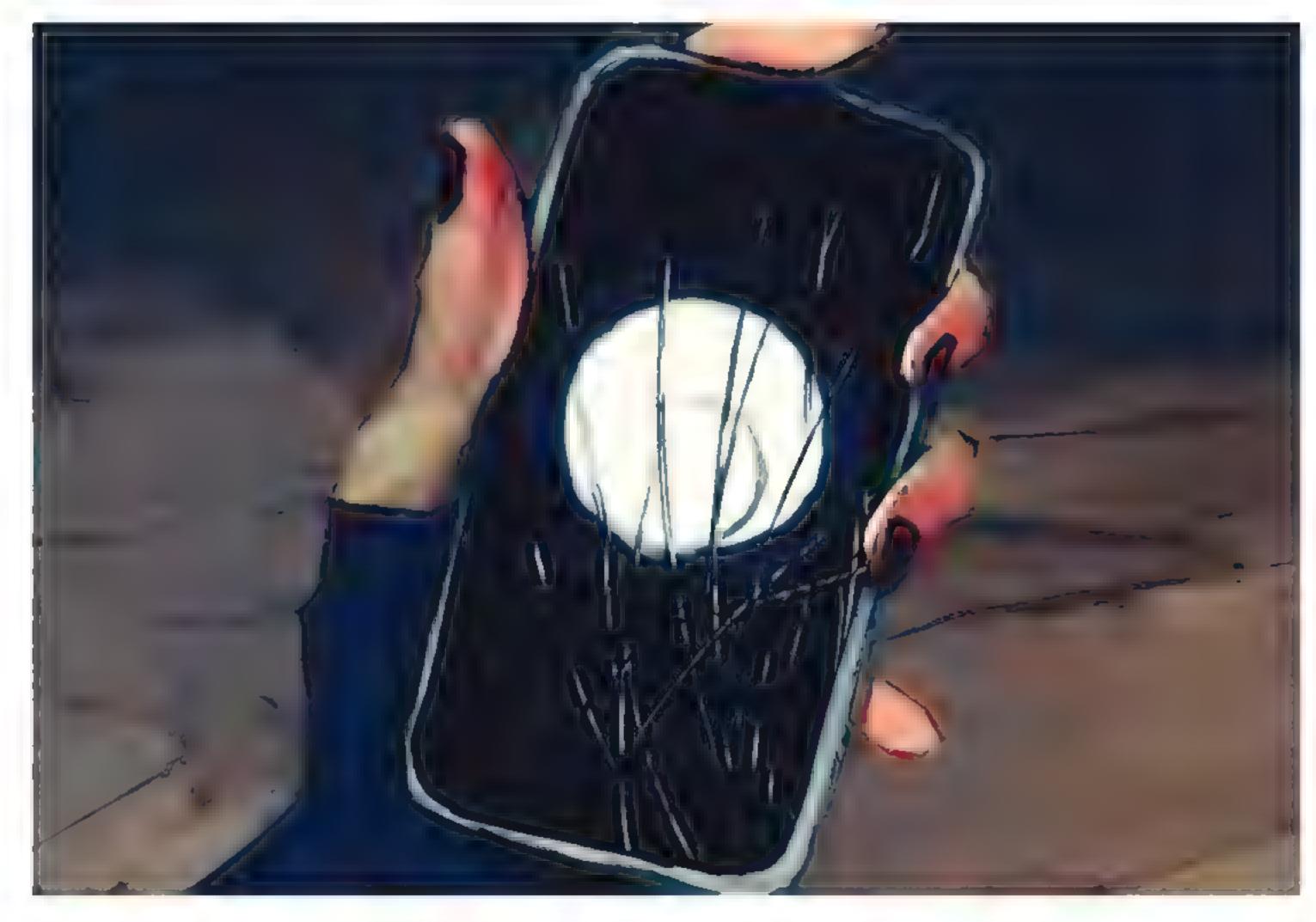


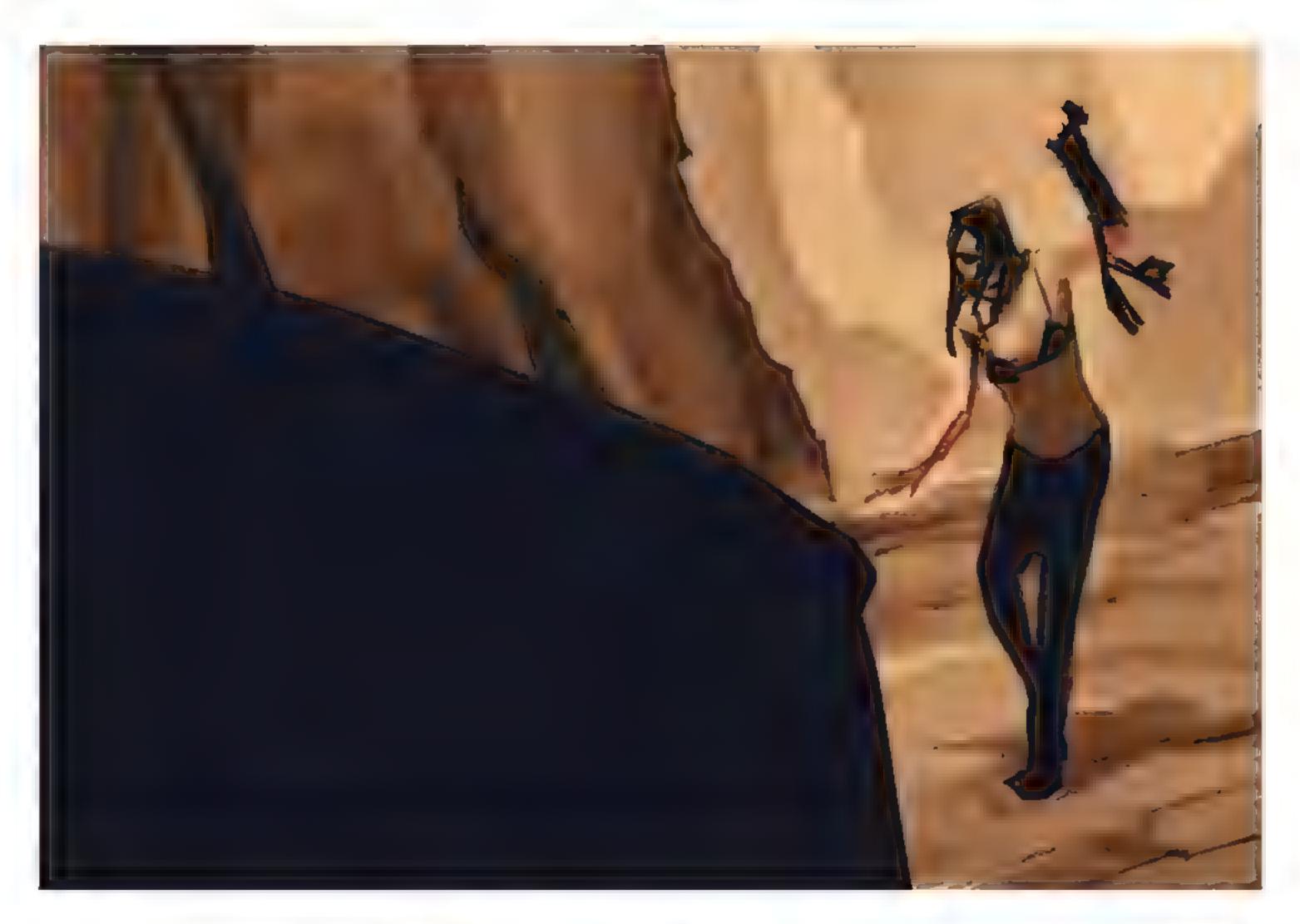




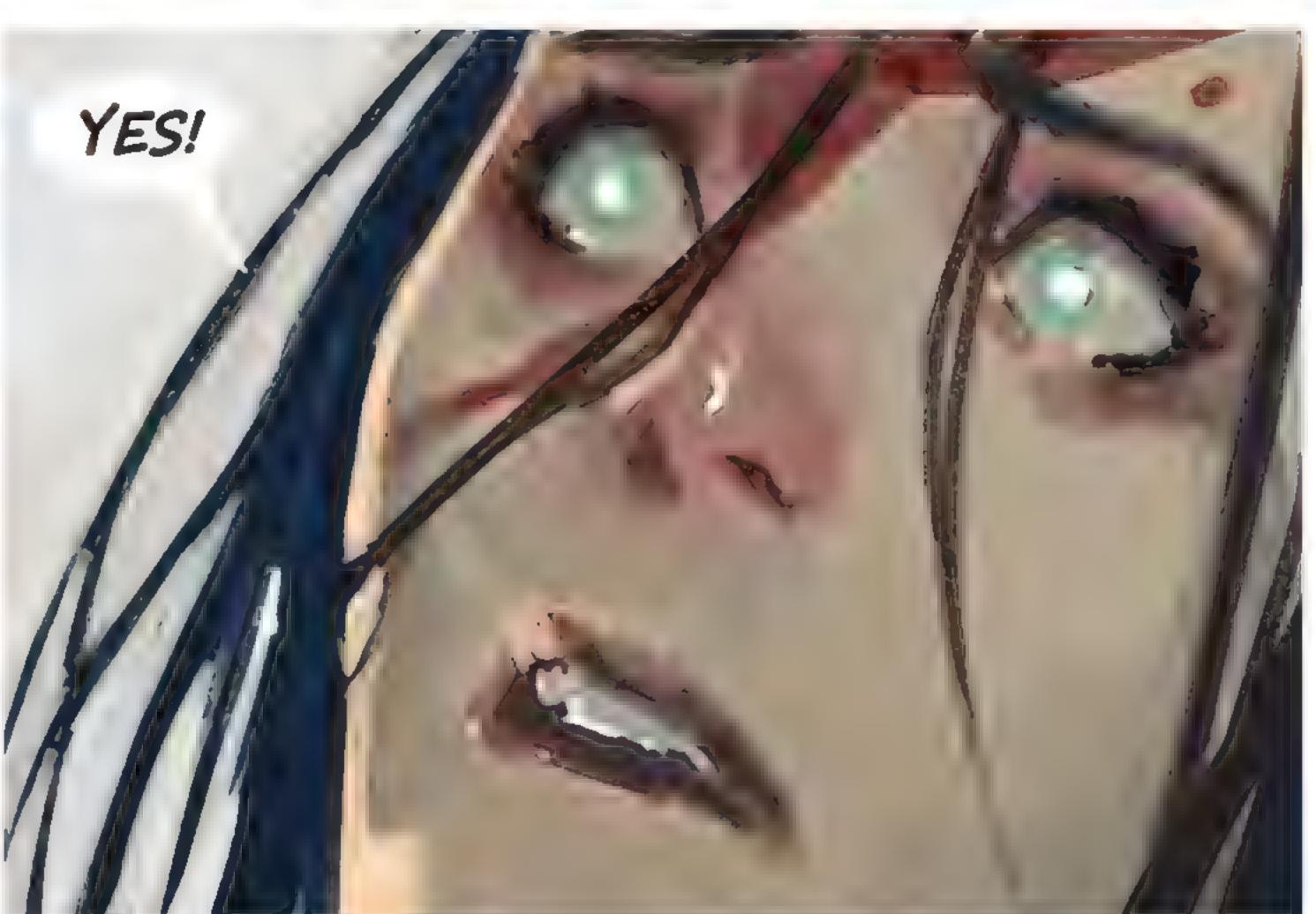












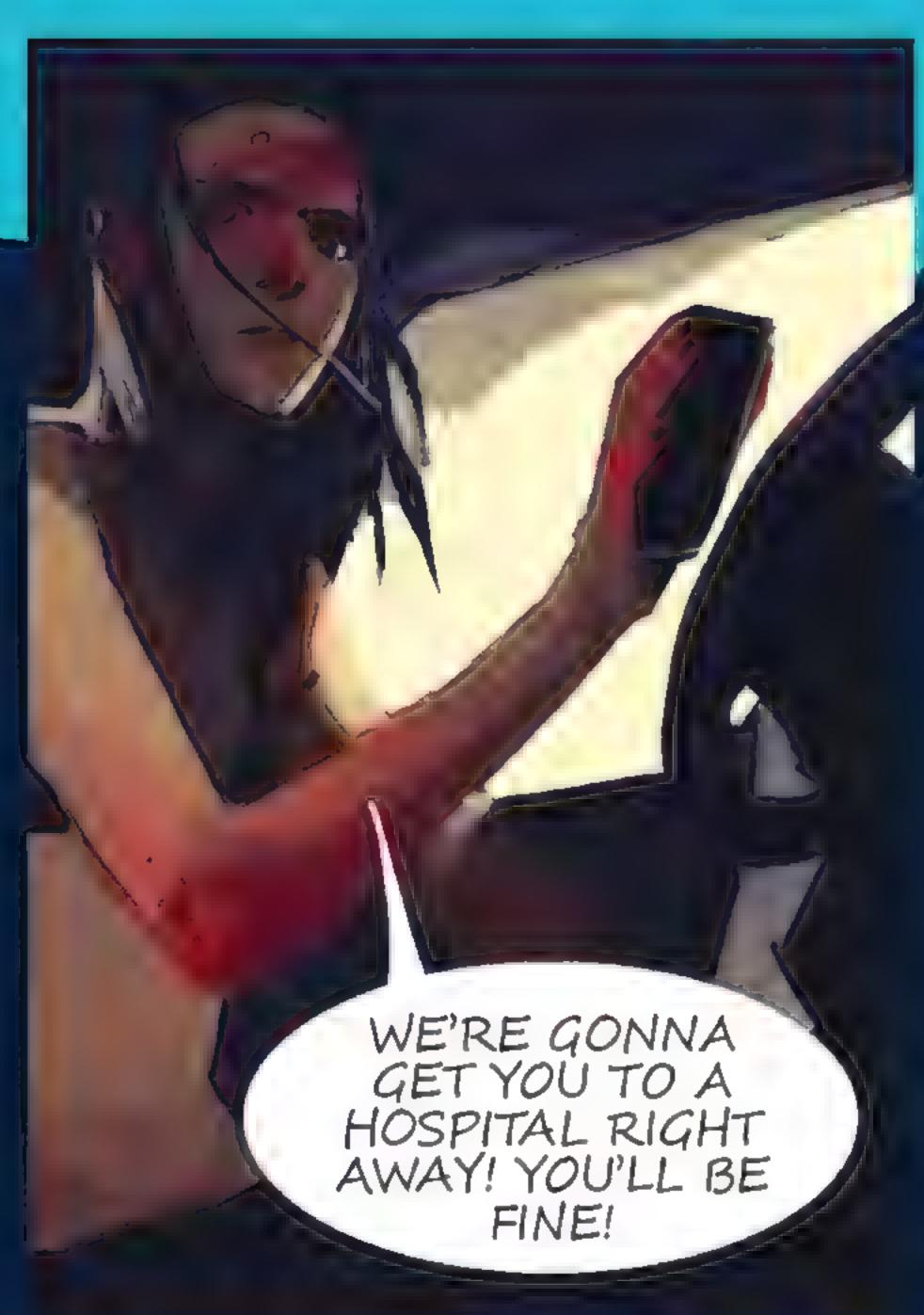


DAVID!



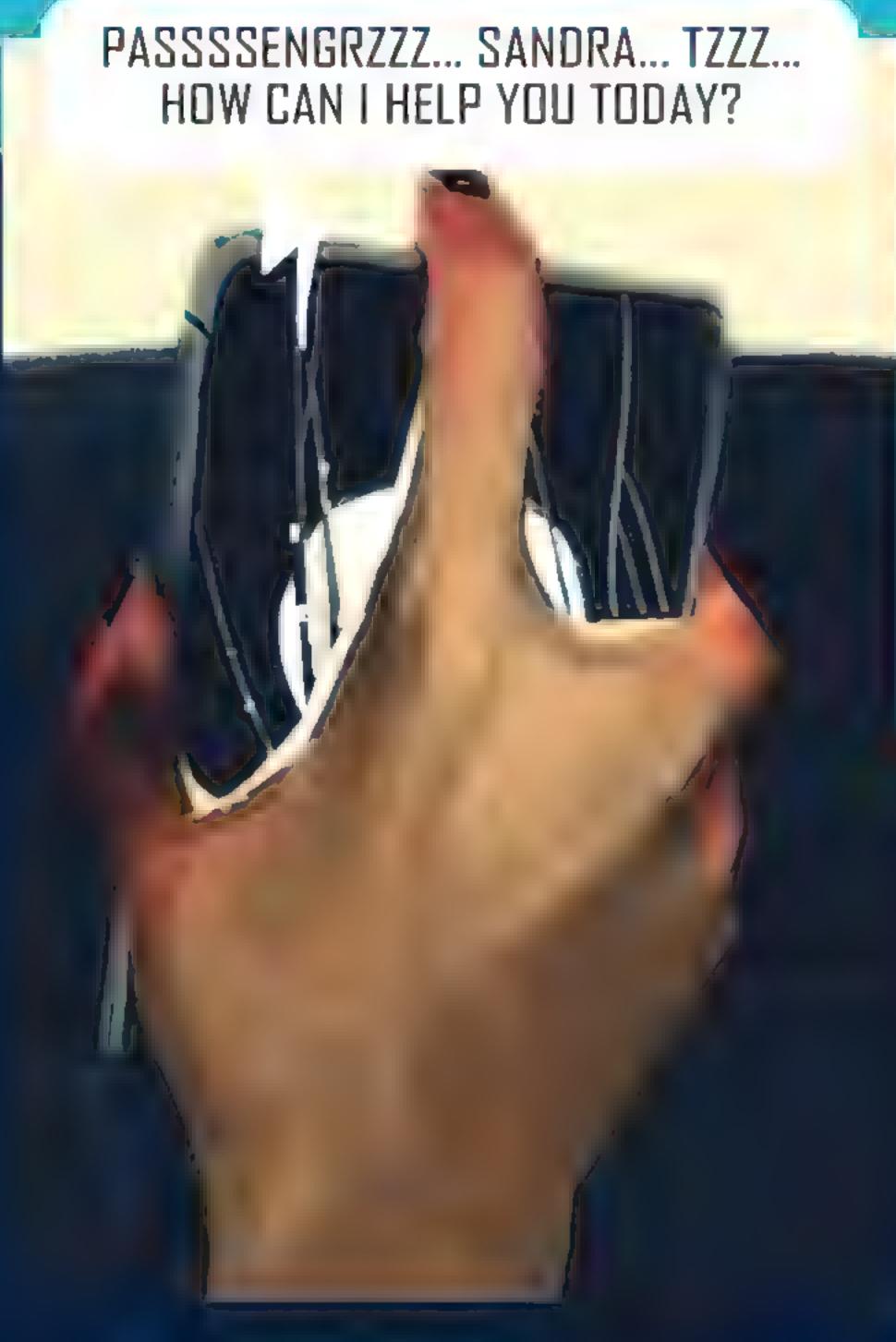


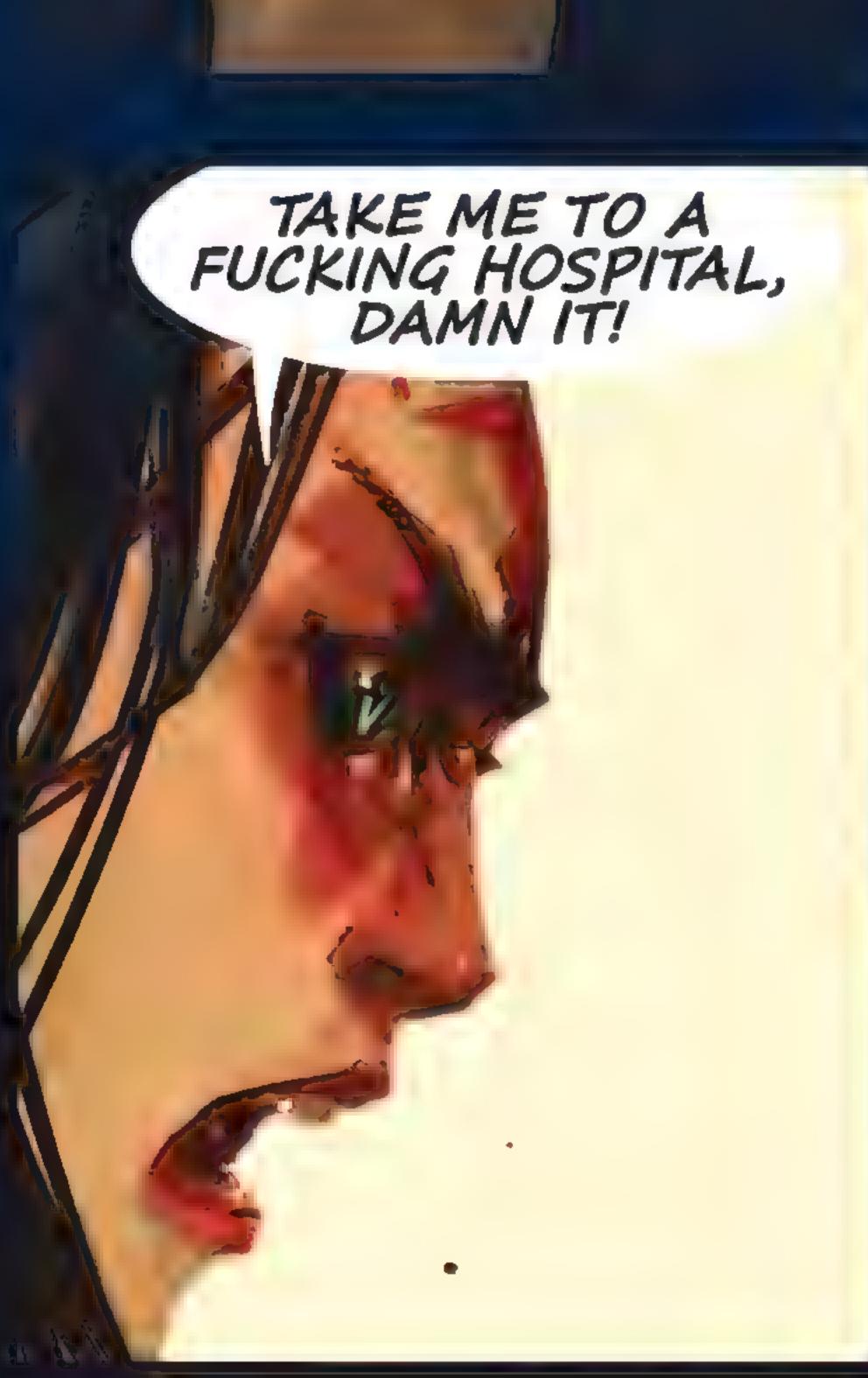




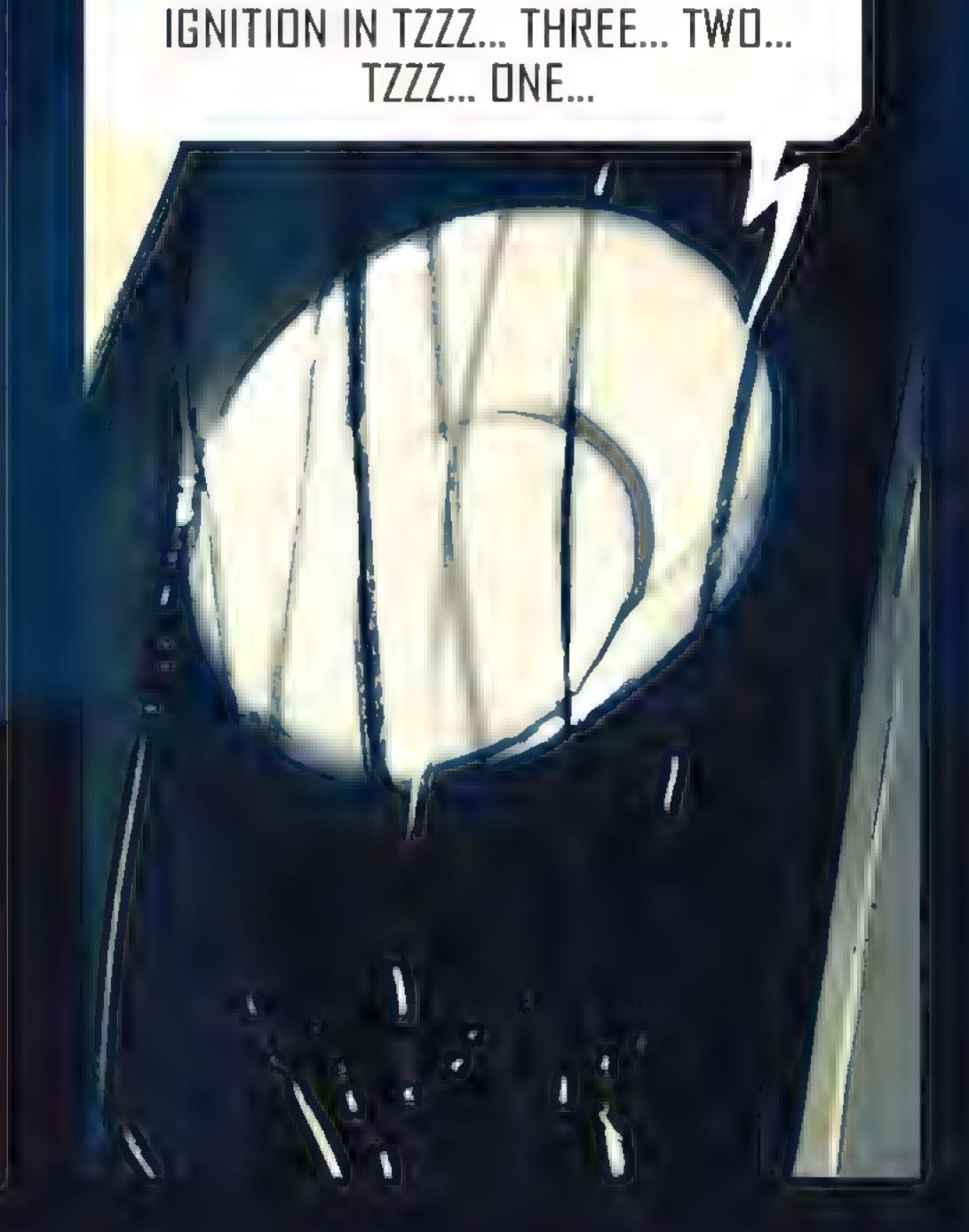
SHALL I REACTIVATE THE

SATELLITE SYSTEM?







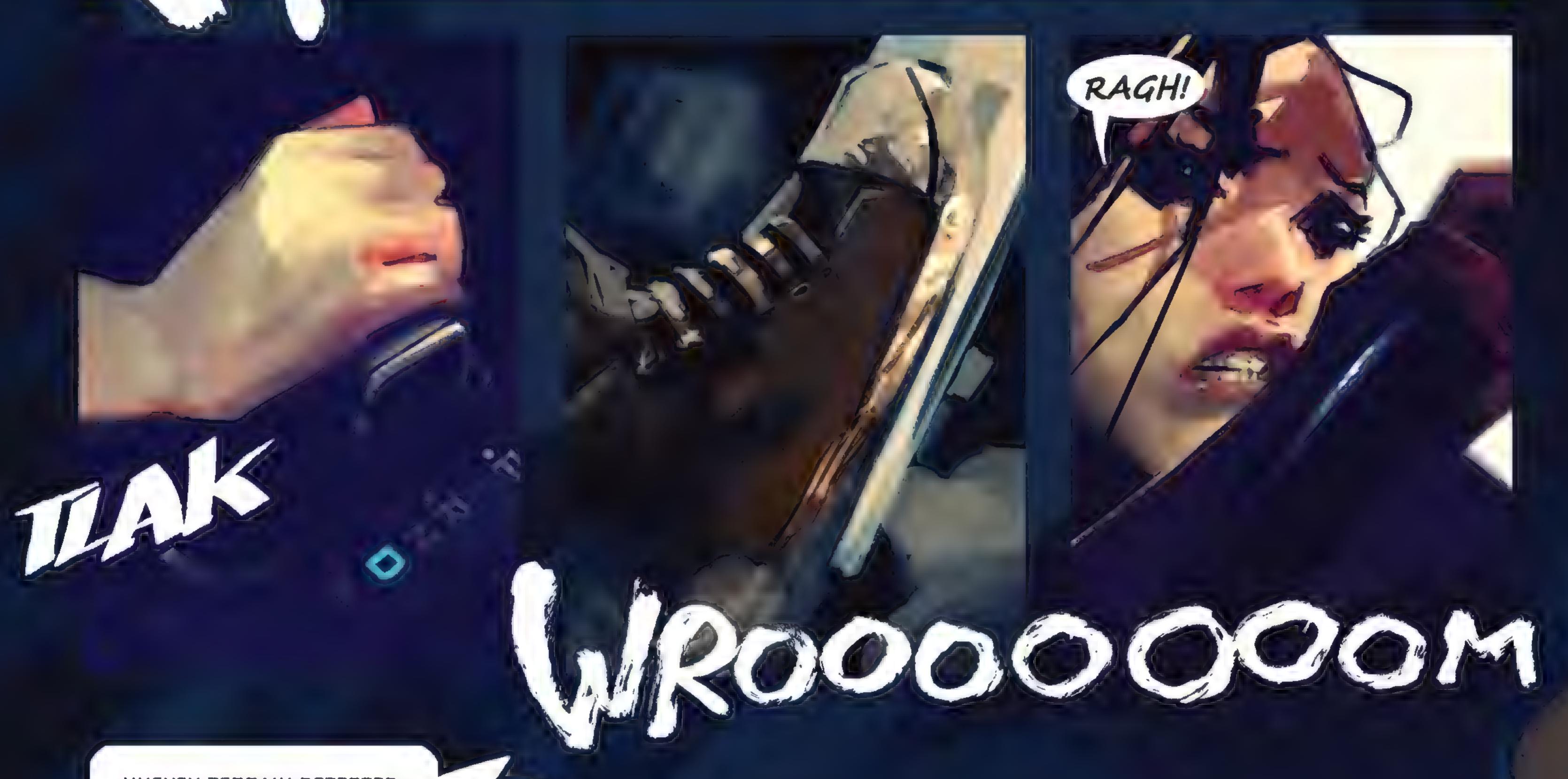


ZZZSYSTEM REBOOTING. VEHICLE

VEHICLE INTEGRITY: 98%

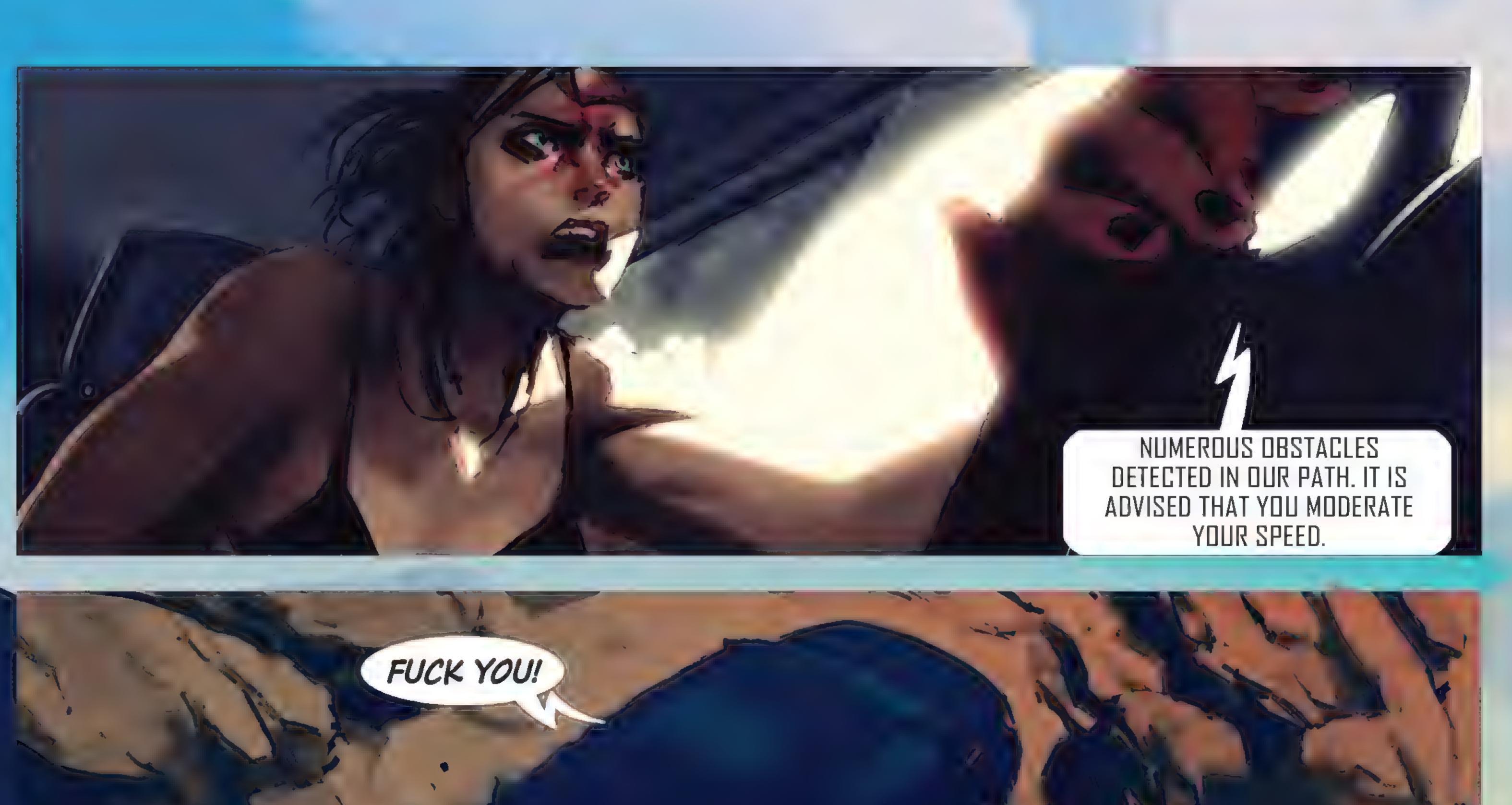
COOOM

RAGHY



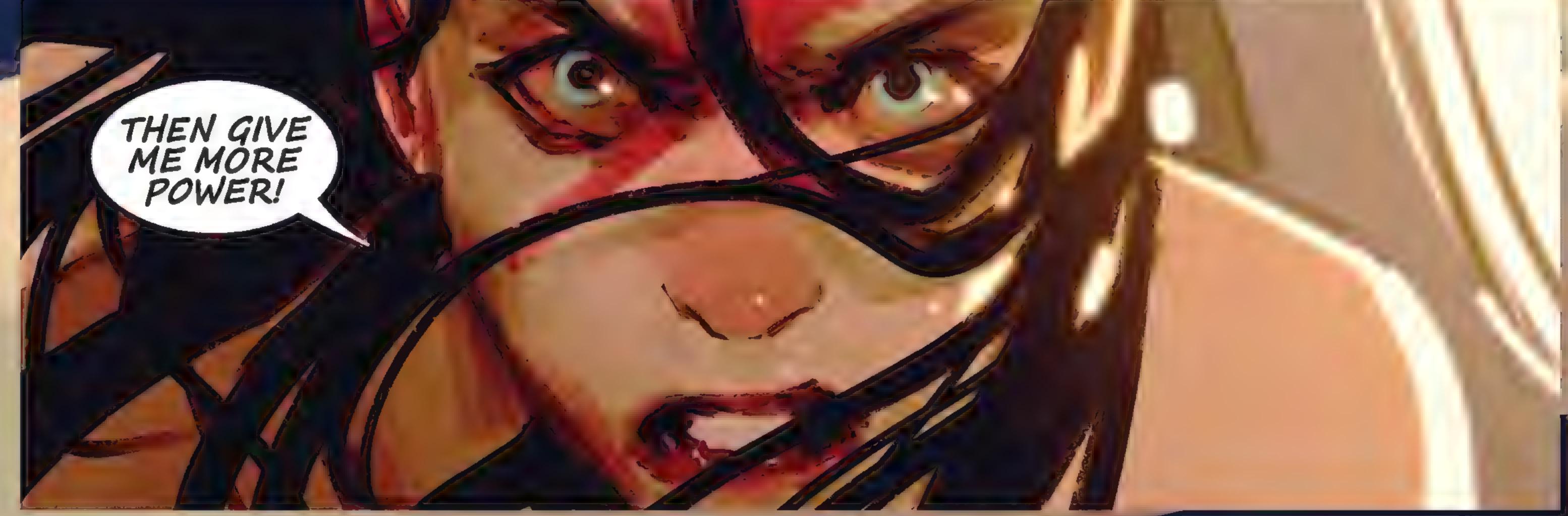
UNEVEN TERRAIN DETECTED.
SWITCHING TO 4-WHEEL DRIVE.





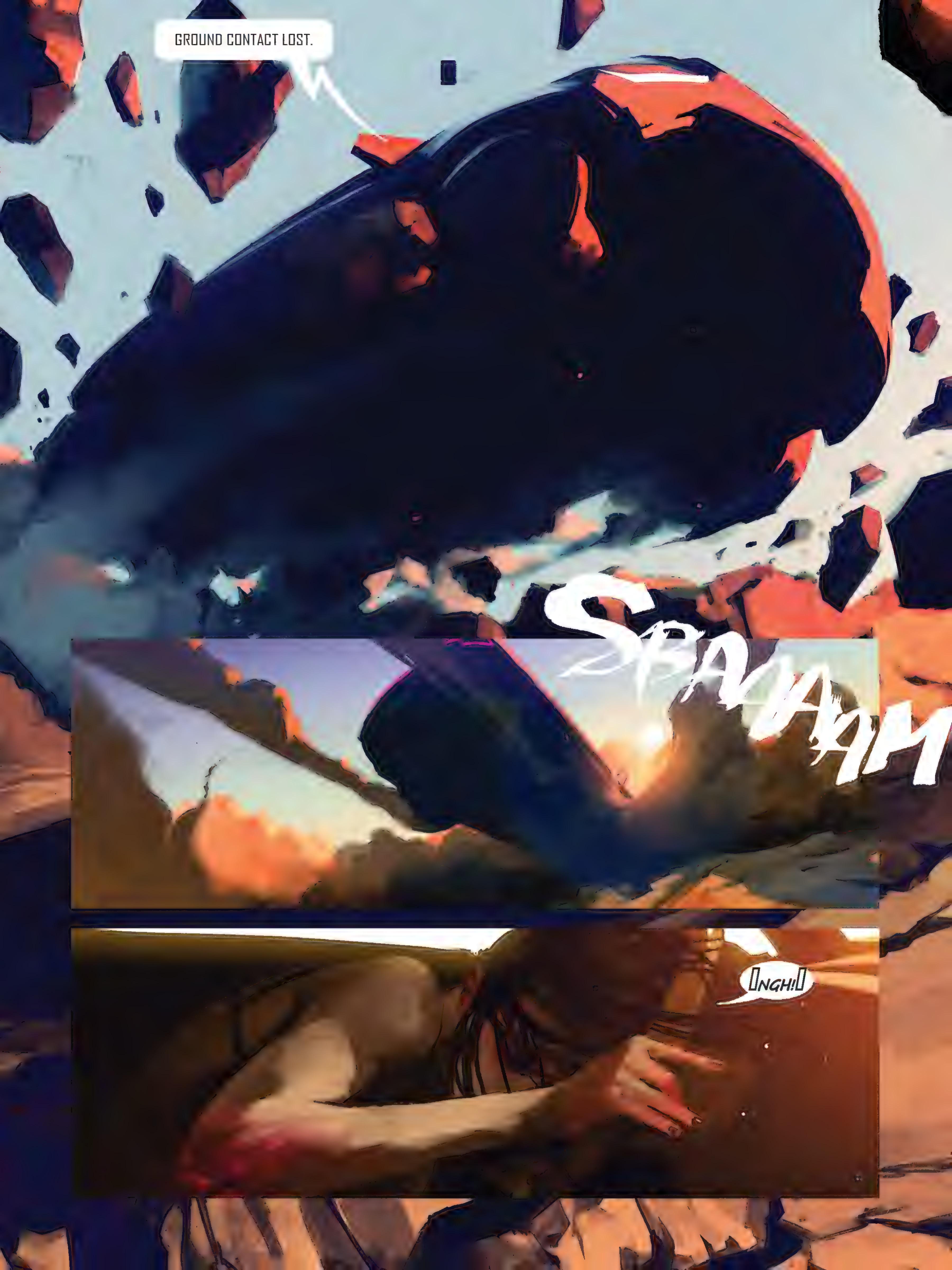












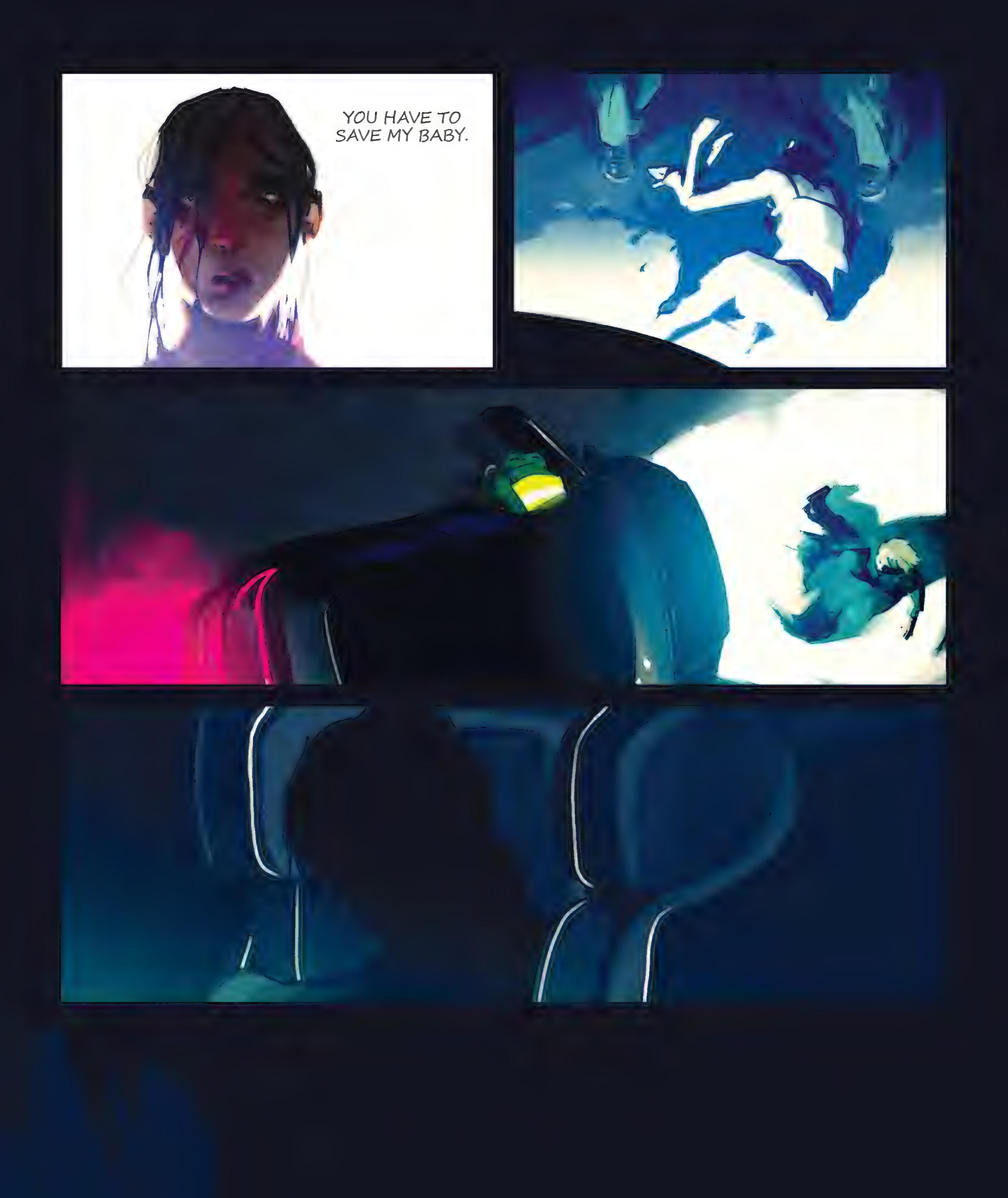




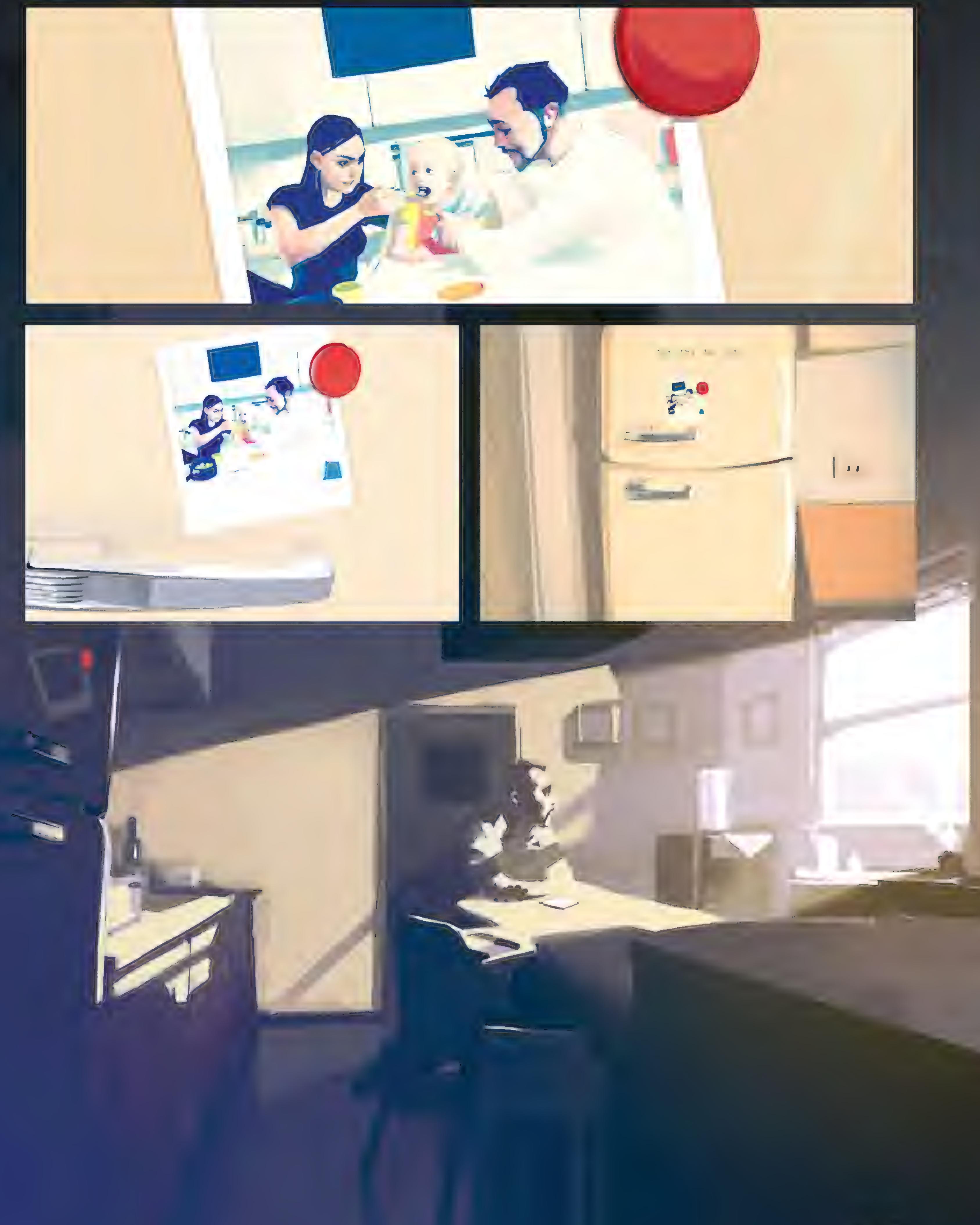












## AN



Designs by LRNZ

## SHOW, DON'T TELL

Show, don't tell. The first, and most important, rule of writing, the one that every storyteller should keep in mind when trying to build a story. Even more so if the chosen language involves more than just words, a combination of text and images. Like film or comics. *Monolith* is as much cinema as comic, and for this very reason it finds its complete meaning, its raison d'etre, in the visual story.

There are few words in *Monolith*, very few. The story is mainly entrusted to the images put in sequence, the actions of the characters and their expressions, the scenery, the color palette. This doesn't mean that there isn't any writing involved — indeed, to be honest, *Monolith* is probably one of the most "written" projects I've ever worked on.

But the words only constitute its invisible architecture, its skeleton, the scaffolding that defines its external shape to ensure that it does not collapse like a poorly designed house of cards. A useful and necessary structure to allow LRNZ to create the story in his way, but through images. Because an intense close-up of Sandra, with her runny nose, her skin reddened by the sun and her eyes full of tears, has the same, if not greater, value than a long description.

An orange sky crossed by purple clouds clearly communicates the passage of time. A double page spread that opens onto the vastness of the desert is capable of conveying the sensation of being small and insignificant compared to nature much better than pages and pages of a novel ever could.

In *Monolith*, LRNZ's drawing becomes writing, just as writing became drawing before. In the trade-off, it was Mauro Uzzeo and I who made the money.

Roberto Recchioni



